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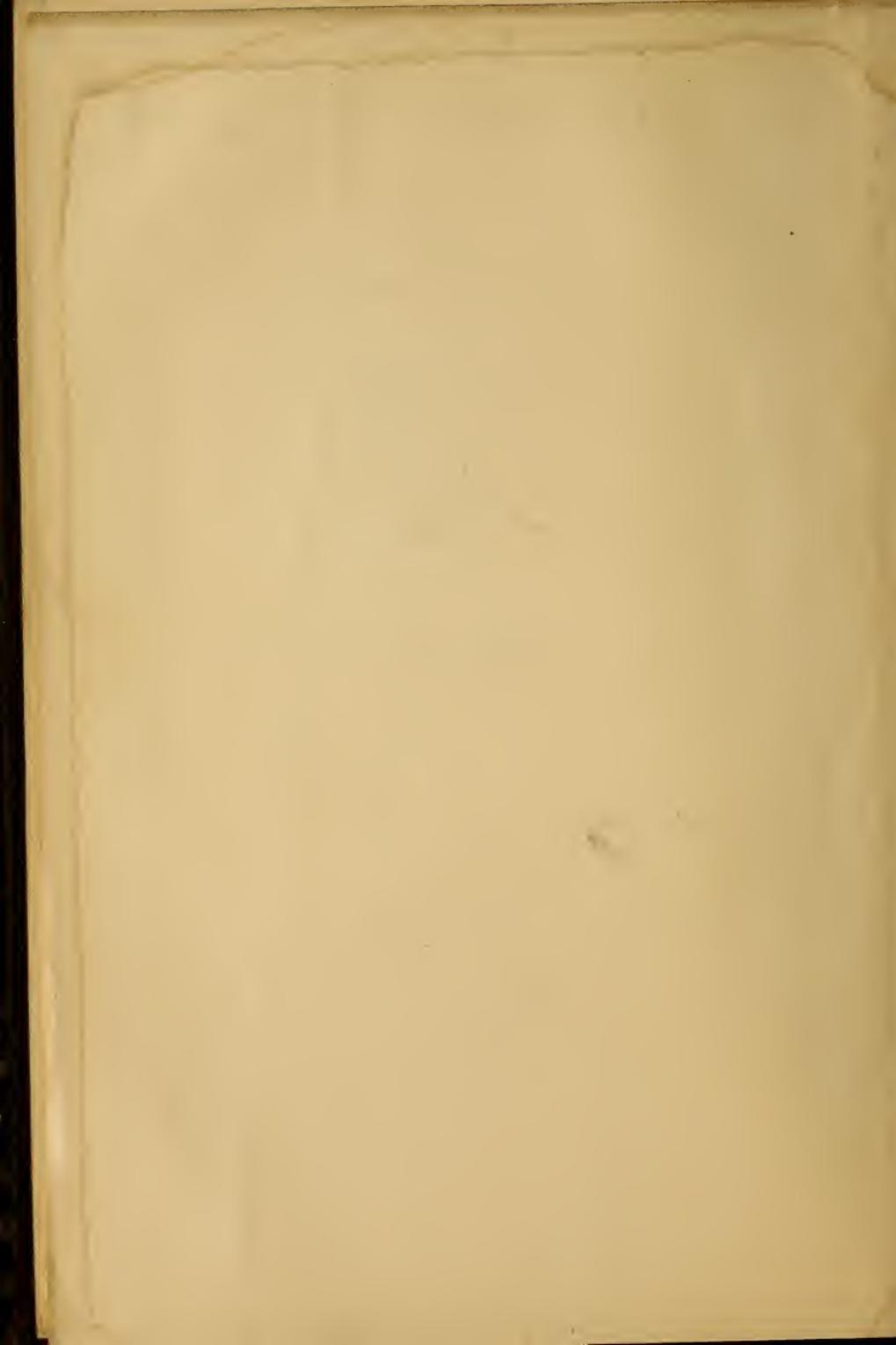
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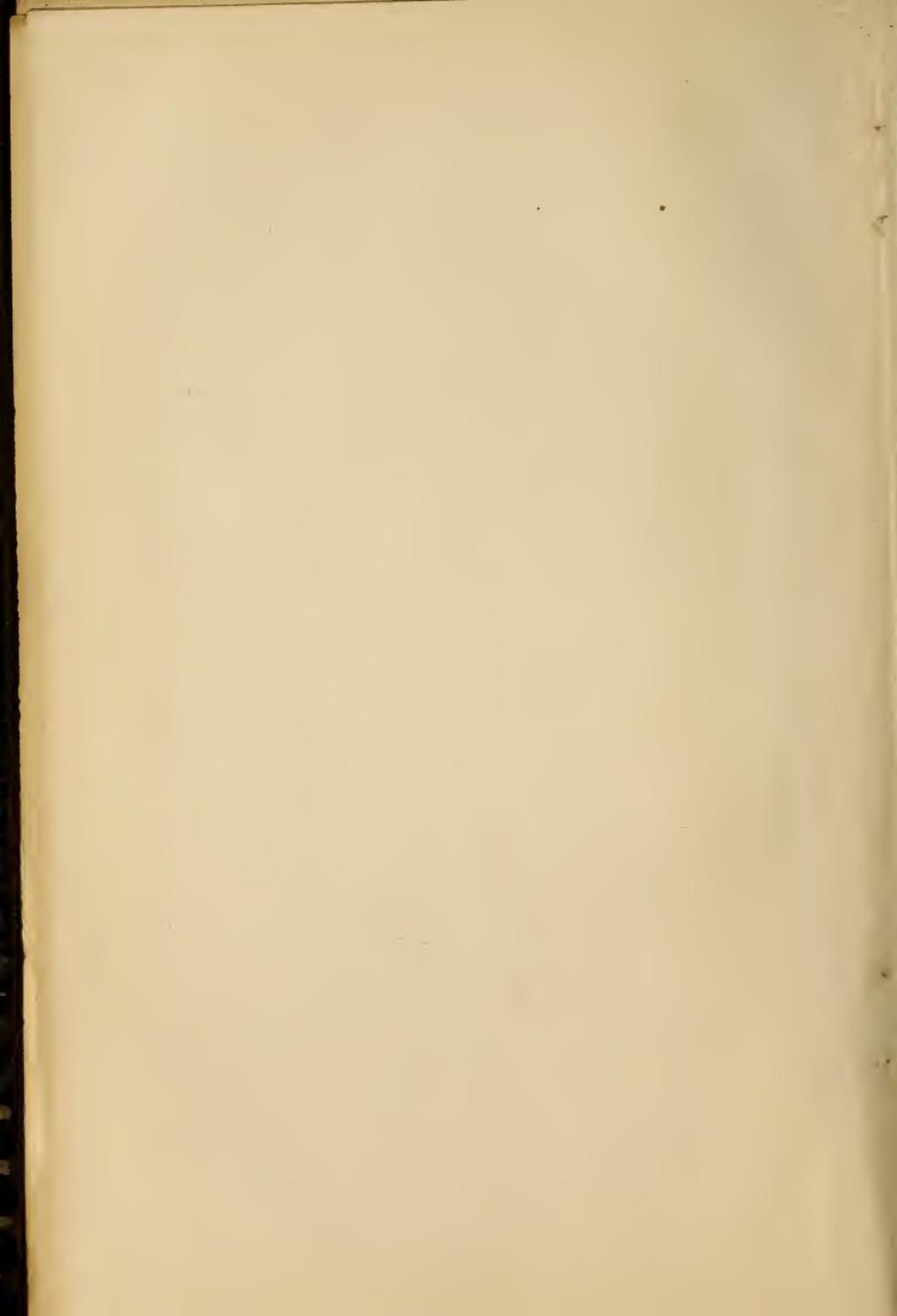






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THE  
LAWS OF AUCTION BRIDGE



# AUCTION BRIDGE

CONTAINING THE OFFICIAL LAWS OF  
AUCTION BRIDGE AS ADOPTED  
AND USED BY THE LEAD-  
ING CLUBS.

BY

R. F. FOSTER

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POCKET GUIDE TO MODERN WHIST," AND  
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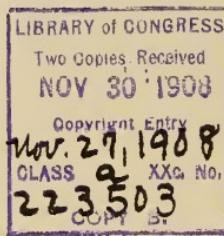
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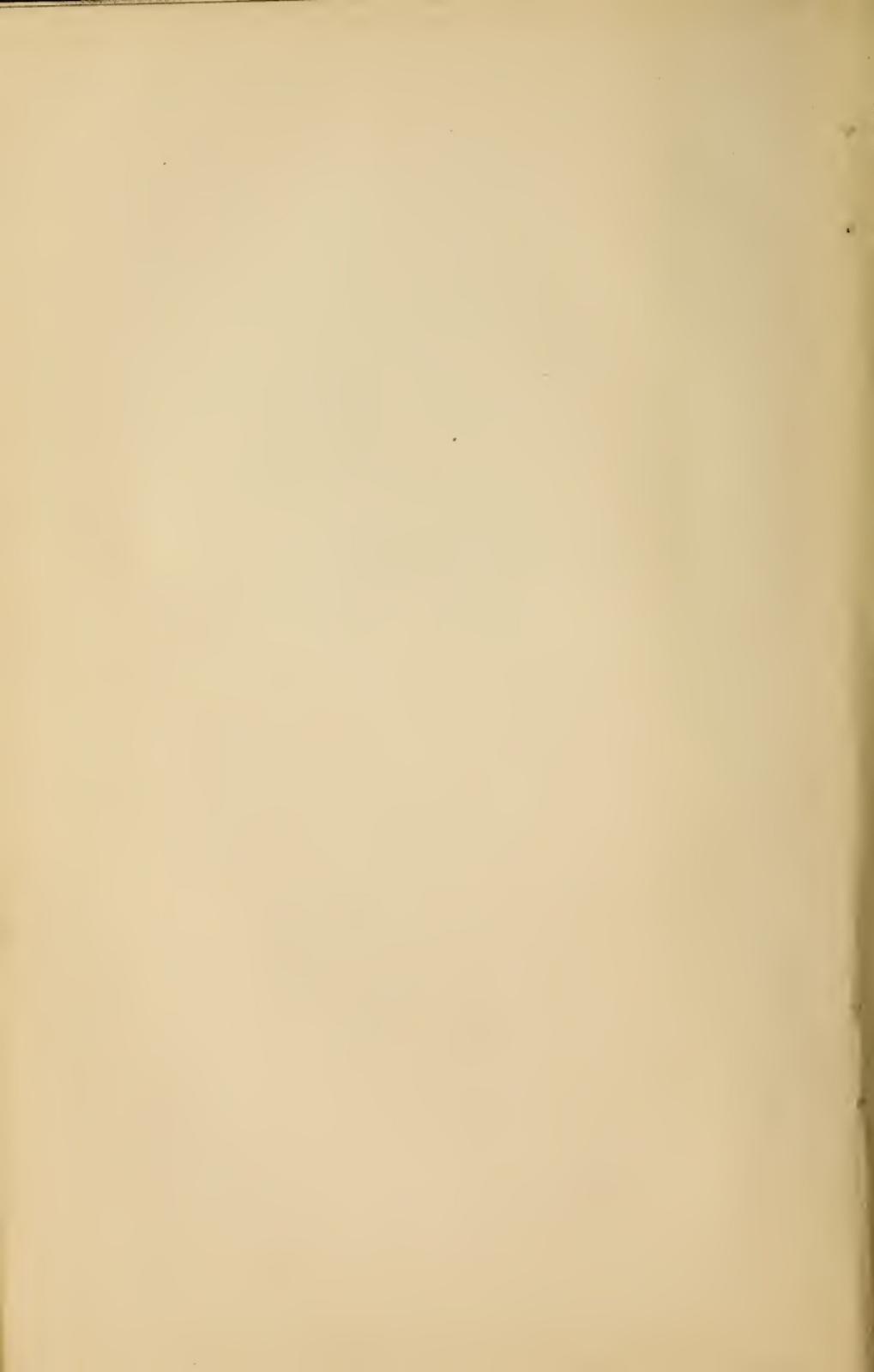
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## **INTRODUCTION**



## INTRODUCTION

THOSE who have watched the trend of events in the world of cards must have been impressed by the constantly increasing popularity of games in which there is a bidding element; games in which there is no favored player who inherits the right of making the trump, or turning it up from among his own cards, but in which everyone must compete in the open market for the advantage. In some games these special privileges must be paid for in some way, and if you want them you must be willing to risk as much or more as any other player at the table in order to secure them.

This is undoubtedly in accordance with the spirit of modern civilization; for card games, like anything else, follow the development of the race, and mirror the conditions of society and the state of business morals. If we review the favorite card games of the past twenty years, we shall find that there has been a constant tendency towards bidding games, in which certain privileges, especially that of

naming the trump, are sold at auction. Boston, Solo Whist, Cinch, Auction Pitch, Five Hundred, Nap, Auction Pinochle, and Skat, will readily occur to the reader. Several of these games are changes from older forms in which the trump was turned up, and where such a change has been introduced it has been found almost impossible to get players to return to the old style.

That Bridge would not escape the general tendency was inevitable. When certain colors become the fashion, they impress themselves upon everything, and you suddenly find yourself tired of a dress which is not up to the latest styles.

Bridge, probably because it lacks the bidding element, shows some signs of going out of style, and it certainly has not the rage it had a few years ago. There is no bidding for anything. The dealer declares by divine right, and all his adversaries can do is to make the declaration a little more expensive for him if they think it is a bad one; a policy which sometimes reacts upon themselves. They cannot change his decision. They cannot make a better declaration, no matter what cards they hold. The dealer picks up his thirteen cards and says, "Diamonds are

trumps." As it turns out, between his cards and his partner's, the odd trick with simple honors was a certainty in spite of the best possible play on the part of his adversaries; therefore he scores 6 and 12—a total of 18 on the deal.

Had the adversaries been allowed to say anything about their cards on that deal, they would perhaps have made it hearts, and won five by cards, with four honors in one hand—a total of 104. But the game of Bridge is so contrived that the player cannot get out of his cards what they are worth unless he has the deal. Even then he sometimes misses it pretty badly through not knowing what Dummy holds.

Such things as this are continually happening: The dealer passes it and Dummy makes it spades. Eldest hand finds he has four aces. All he can do is to make spades worth four; but this does not deprive the dealer's side of the score for four honors, and although the dealer loses four by cards, making nothing but three tricks in trumps, he is only eight points to the bad on the deal. Had the eldest hand been allowed to play the cards dealt him for what they were worth, he would have made a Grand Slam at no-trumps, with a

hundred aces, or 224 points instead of 16, to say nothing of a game in.

More than half of a player's strength is wasted in Bridge; because the best game at the table is so seldom played. You may hold splendid cards, but unless you hold them at the right time, when it is your deal, or when the make fits your hand, your cards are good for little or nothing. What use are five honors in hearts against a diamond make with a solid club suit behind it? It is just like holding a full hand in Poker when no one comes in.

Everyone must have observed countless occasions upon which he secretly wished that the dealer would be tempted to go no-trumps, or that Dummy would make it a weak heart. How many times you would like to make the trump when it is not your deal? How often have you felt that you would be willing to give the dealer points for his privilege, simply to make the most of your own cards?

Another continual source of loss in Bridge is due to ignorance of the contents of the partner's hand, and this is as true of the dealer and his partner as it is of the leader and his partner. Probably fifty per cent. of the declarations could be improved upon if

one had any idea of even one suit in the partner's hand; just as many a game could be saved if one adversary knew what to lead to the other.

Auction Bridge provides the coveted opportunity to play your cards for all they are worth, no matter who deals, and it also furnishes the player with more or less information as to the possibilities of his partner's hand, in one suit if not in all. This information is useful either for declaring or for playing against the declaration. In this respect, the game becomes a more actual partnership than straight Bridge, and at the same time it offers a wider range for the exercise of personal judgment, as opposed to dumb luck. Above all, it holds ample reward for the first attribute of a good player in any game—courage.

Just when or how this innovation of bidding for the privilege of naming the trump at Bridge was first suggested, it is difficult to say; but it undoubtedly came from players who were familiar with the attractions of the bidding element in other and similar games. A person who has played one or two good auction games soon wants to play all games that way.

There are three methods of settling upon the player who shall have the privilege of naming the trump at Auction Bridge, involving three different styles of bidding, and there are also various ways of adjusting the score when the bidder fails to make good.

In the first method, the bidder not only names the suit but the number of tricks he proposes to take if that suit be trumps, the rank of the bids being determined by their point value, each player in turn being allowed to outbid the other and to be outbid again.

In the second method, the suit only is named, and the rank of the suits determines the rank of the bids. As no tricks are guaranteed, a player who could make four odd in diamonds would be outbid by one who had nothing but the odd in hearts; because hearts ranked higher as a suit.

In the third method, the bidding is by points, neither suit nor tricks being named, and the value of the honors is also included in the amount named. If a player bids twenty-four, it is impossible to say whether he is going to try for two by cards at no-trump, or three in hearts, or four in diamonds, or four in spades with four honors, or what it will be. The defect of this method is, that it gives

the partner no hint as to the suit in which the bidder is strong, and no hint to the leader as to the suit with which to attack if the player is overbid.

Of these three methods, it would seem that the first, for which special rules have been drawn up, is the fairest to all concerned, and gives the best chance for the display of skill. It is to the description of that form of the game, therefore, that the main body of the present text-book has been devoted. The other forms or variations, one of which is borrowed from the Russian game of Siberiac, and the other from the American game of Skat, have been separately described at the end. The Laws refer exclusively to the first form.

As it is more than probable that many persons will take up Auction Bridge who have never played straight Bridge, the following pages have been written with a view to a certain completeness, so that it shall not be necessary for the reader to learn Bridge before being able to understand what is here said about Auction Bridge.

R. F. FOSTER.



THE  
**LAWS OF AUCTION BRIDGE**



# THE Laws of Auction Bridge

*Reprinted by permission of The Whist Club of New York; Revised to October 1st, 1908.*

*The Paragraphs relating exclusively to Auction Bridge, are reprinted by permission of the Portland and Bath Clubs; Revised to September 1st, 1908.*

## THE RUBBER

1. The partners first winning two games win the rubber. If the first two games decide the rubber, a third is not played.

## SCORING

2. A game consists of thirty points obtained by tricks when the declarer fulfils his contract, exclusive of any points counted for honors, chicane, slam, little slam, or under-tricks.

3. Every deal is played out, and any points in excess of the thirty necessary for the game are counted.

4. When the declarer fulfills his contract, each trick above six counts towards the game, two points when spades are trumps, four when

clubs are trumps, six when diamonds are trumps, eight when hearts are trumps, and twelve when there are no trumps.

5. Honors are ace, king, queen, knave, and ten of the trump suit; or the four aces when no trump is declared.

6. Honors are credited in the honor column to the original holders, being valued as follows:

*When a Trump is Declared.*

3 honors held between partners equal value of 2 tricks.						
4	"	"	"	"	"	4 "
5	"	"	"	"	"	5 "
4	"	"	in 1 hand	"	"	8 "
4	"	"	1 "	5th in partner's hand	"	9 "
5	"	"	1 "	"	"	10 "

*When No Trump is Declared.*

3 aces held between partners count 30		
4	"	"
4	"	in one hand

7. Slam is made when seven by cards is scored, independently of tricks taken as penalty for the revoke; it adds forty points to the honor count.<sup>1</sup>

<sup>1</sup> Law 87 prohibits the revoking side from scoring slam or little slam.

8. Little slam is made when six by cards is similarly scored; it adds twenty points to the honor count.<sup>2</sup>

9. Chicane (one hand void of trumps) is equal in value to simple honors, *i. e.*, if the partners, one of whom has chicane, score honors, it adds the value of three honors to their honor score; if the adversaries score honors, it deducts that value from theirs. Double chicane (both hands void of trumps) is equal in value to four honors, and that value must be deducted from the honor score of the adversaries.

10. The value of honors, slam, little slam or chicane, is not affected by doubling or redoubling.

11. At the conclusion of a rubber the trick and honor scores of each side are added, and two hundred and fifty points added to the score of the winners. The difference between the completed scores is the number of points of the rubber.

12. A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proved error in the trick score may be corrected prior to the conclusion of the

<sup>2</sup> *Ibid.*

game in which it occurred. Such game shall not be considered concluded until a declaration has been made in the following game, or, if it be the final game of the rubber, until the score has been made up and agreed upon.

### CUTTING

14. In cutting, the ace is the lowest card; as between cards of otherwise equal value, the lowest is the heart, next the diamond, next the club, and highest the spade.

15. Every player must cut from the same pack.

16. Should a player expose more than one card the highest is his cut.

### FORMING TABLES

17. The prior right of playing is with those first in the room. If there are more than four candidates, the privilege of playing is decided by cutting. The four who cut the lowest cards play first.

18. After the table is formed the players cut to decide upon partners, the lower two playing against the higher two. The lowest is the dealer, who has choice of cards and seats, and who, having made his selection, must abide by it.

19. Six players constitute a complete table.
20. The right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

### CUTTING OUT

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players having played the greatest number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.<sup>1</sup>

### RIGHTS OF ENTRY

22. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, for the purpose either of beginning a new rubber or of cutting out.

23. In the formation of new tables those candidates who have not played at any other table have the prior right of entry. Those who have already played decide their right to admission by cutting.

24. When one or more players belonging

<sup>1</sup> See Law 14 as to value of cards in cutting.

to another table aid in making up a new one, the new players at such tables shall be the first to go out.

25. A player who cuts into one table while belonging to another shall forfeit his prior right of re-entry into the latter, unless he has helped to form a new table. In this event he may signify his intention of returning to his original table when his place at the new one can be filled.

26. Should any player quit the table during the progress of a rubber, he may, with the consent of the three others appoint a substitute to play during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in any way affect the substitute's rights.

27. If any one break up a table, the remaining players have a prior right at other tables.

#### SHUFFLING

28. The pack must not be shuffled below the table nor so that the face of any card be seen.

29. The dealer's partner must collect the cards from the preceding deal and has the first right to shuffle the cards. Each player has the right to shuffle subsequently. The

dealer has the right to shuffle last; but should a card or cards be seen during the shuffling, or while giving the pack to be cut, he must re-shuffle.

30. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer.

#### THE DEAL

31. Each player deals in his turn; the order of dealing is to the left.

32. The player on the dealer's right cuts the pack, and in dividing it he must leave not fewer than four cards in each packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

33. When the player whose duty it is to cut has once separated the pack, he can neither re-shuffle nor re-cut, except as provided in Law 32.

34. Should the dealer shuffle the cards after the cut, the pack must be cut again.

35. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt.

36. There is no penalty for a misdeal.  
The cards must be dealt again.

#### A NEW DEAL

37. There *must* be a new deal—

- a If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the deoler's left.
- b If, during a deal, or during the play, the pack be proved incorrect or imperfect.
- c If any card be faced in the pack.
- d If any player have dealt to him a greater number of cards than thirteen, whether discovered before or during the play.
- e If the dealer deal two cards at once and then deal a third before correcting the error.
- f If the dealer omit to have the pack cut and either adversary calls attention to the fact prior to the completion of the deal and before either adversary has looked at any of his cards.
- g If the last card does not come in its regular order to the dealer.

38. There *may* be a new deal—

- a If the dealer or his partner expose a card before the deal has been completed. Either adversary may claim a new deal.
- b If either adversary expose a card before the deal has been completed. The dealer or his partner may claim a new deal.

- c If, before fifty-one cards are dealt, the dealer should look at any card, his adversaries have the right to see it and either may exact a new deal.
- d If, in dealing, one of the last cards be exposed by the dealer or his partner, and the deal be completed before there is reasonable time for either adversary to decide as to a new deal. In all other cases such penalties must be claimed prior to the completion of the deal.

39. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has looked at any of his cards. If the deal stands, a card so exposed cannot be called.

40. Should three players have their right number of cards, the fourth less than thirteen, and not discover such deficiency until he has played, the deal stands; he, not being dummy, is answerable for any established revoke he may have made as if the missing card or cards had been in his hand. Any player may search the other pack for it or them.

41. If, during the play, a pack be proved incorrect or imperfect, such proof renders the current deal void but does not affect any prior score. (See Law 37 b.) If during or at the conclusion of the play one player be found

to hold more than the proper number of cards and another have an equal number less, the hand is void.

42. A player dealing out of turn or with the adversaries' cards may be corrected before the last card is dealt, otherwise the deal must stand, and the game proceed as if the deal had been correct.

43. A player can neither cut, shuffle nor deal for his partner without the permission of his adversaries.

#### DECLARING TRUMPS

44. The trump is declared. The dealer, having examined his hand, must declare to win at least one odd trick, either with a named trump suit, or at "no-trumps."

45. After the dealer has made his declaration, each player in turn, beginning with the player on the dealer's left, has the right to pass, to double or re-double the previous declaration, or to over-call the previous declaration by making a bid of higher value.

46. A call of a greater number of tricks in a suit of lower value, which equals the previous call in value of points, shall be considered a call of higher value. For example:

A call of two tricks in spades is better than a call of one trick in clubs; two in diamonds over-calls one in no-trumps.

47. A player may overbid the previous call any number of times, and may also overbid his partner; but he cannot raise his own call unless it is over-called by another player in the interval.

48. The play of the two combined hands shall rest with the partners who make the final call. When two partners have both made calls in the same suit, the one who first named that suit shall play the hand, his partner becoming Dummy.

49. When the player of the combined hands, hereafter termed the Declarer, wins the number of tricks which were declared, or a greater number, he scores toward game the full value of the tricks won. (See Laws 2 and 4.) When he fails, his adversaries score, in the honor column, fifty points for each under-trick; that is, each trick short of the number declared. If the declaration has been doubled, 100 points; or 200 if re-doubled, for each such under-trick. Neither the declarer nor his adversaries score anything toward game when the declaration fails.

50. The loss on the declaration of "one in

spades," shall be limited to 100 points for under-tricks, whether doubled or not.

51. If a player makes a trump declaration out of turn, the adversary on his left may demand a new deal, or may allow the declaration so made to stand, the bidding continuing if the declaration had been in order.

52. If a player, in bidding, fails to call a sufficient number of tricks to overbid the previous declaration, he shall be considered to have declared the requisite number of tricks in the suit which he has named, and his partner shall be debarred from making any further declaration, unless either of the adversaries over-call, or double.

53. After the final declaration has been accepted, a player is not allowed to give his partner any information as to a previous call, whether made by himself or by either adversary; but a player is entitled to be informed at any time during the play of the hand, what the value of the final declaration was.

#### DOUBLING AND REDOUBLING

54. Doubling and re-doubling affect the score only, and not the value in declaring. For example: Two in diamonds will still

over-call one in no-trumps, even if the no-trump declaration has been doubled.

55. Any declaration can be doubled, and once re-doubled, but not more. A player cannot double his partner's call, nor re-double his partner's double; but he may re-double a call of his partner's which has been doubled by an adversary.

56. The act of doubling re-opens the bidding. When a declaration has been doubled, any player, including the declarer or his partner, can make a further declaration of higher value in his proper turn.

57. When a player whose declaration has been doubled fulfills his contract by winning the declared number of tricks, he scores a bonus of fifty points in the honor column, and for every additional trick that he may make, he scores a further fifty points. If he or his partner have re-doubled, this bonus is doubled.

58. If a player doubles out of turn, the adversary on his left may demand a new deal.

59. When all the players have expressed themselves as satisfied, the play shall begin, and the player on the left of the declarer shall lead for the first trick, no matter who dealt.

60. A declaration once made cannot be

altered, unless it is over-called or doubled by another player.

#### DUMMY

61. As soon as a card is led, whether in or out of turn, the declarer's partner shall place his cards face upward on the table, and the duty of playing that hand, which shall be known as dummy's, and of claiming and enforcing any penalties arising during the play, shall devolve upon the declarer, unassisted by his partner.

62. Before placing his cards upon the table the declarer's partner has all the rights of a player, but after so doing takes no part whatever in the play, except that he has the right:

- a To ask the declarer whether he has any of a suit which he may have renounced;
- b To call the declarer's attention to the fact that too many or too few cards have been played to a trick;
- c To correct the claim of either adversary to a penalty to which the latter is not entitled;
- d To call attention to the fact that a trick has been erroneously taken by either side;
- e To participate in the discussion of any disputed question of fact after it has arisen

between the declarer and either adversary;

*f* To correct an erroneous score.

63. Should the declarer's partner call attention to any other incident of the play in consequence of which any penalty might have been exacted, the declarer is precluded from exacting such penalty.

64. If the declarer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either adversary may, without consultation, call upon the declarer to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; if he should revoke and the error be not discovered until the trick is turned and quitted, the trick must stand.

66. A card from the declarer's own hand is not played until actually quitted; but should he name or touch a card in the dummy, such card is considered as played unless he, in touching the card, say, "I arrange," or words to that effect. If he simultaneously touch two or more cards, he may elect which one to play.

#### CARDS EXPOSED BEFORE PLAY

67. If, after the cards have been dealt, and before the trump declaration has been finally

determined, any player exposes a card from his hand, the adversary on his left may demand a new deal. If the deal is allowed to stand, the exposed card may be taken up, and cannot be called.

68. If, after the final declaration has been accepted, and before a card is led, the partner of the player who should lead to the first trick exposes a card from his hand, the declarer may, instead of calling this card, require the leader not to lead the suit of the exposed card.

#### CARDS EXPOSED DURING PLAY

69. All cards exposed after the original lead by the declarer's adversaries are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

- 1st. Two or more cards played at once.
- 2d. Any card dropped with its face upward on the table, even though snatched up so quickly that it cannot be named.
- 3d. Any card so held by a player that his partner sees any portion of its face.
- 4th. Any card mentioned by either adversary as being held by him or his partner.

71. A card dropped on the floor or else-

---

where below the table or so held that an adversary but not the partner sees it, is not an exposed card.

72. If two or more cards be played at once by either of the declarer's adversaries, the declarer shall have the right to call any one of such cards to the current trick, and the other card or cards are exposed.

73. If, without waiting for his partner to play, either of the declarer's adversaries should play on the table the best card or lead one which is a winning card, as against the declarer and dummy, and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the declarer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer should say, "I have the rest," or any other words indicating that the remaining tricks or any num-

ber thereof are his, he may be required to place his cards face upward on the table. His adversaries are not liable to have any of their cards called should they thereupon expose them.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws, 82, 89 and 97) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 76 and 98), or if, called upon to win or lose a trick, he fail to do so when he can (Laws 73, 82 and 97) he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

#### LEADS OUT OF TURN

76. If either of the declarer's adversaries lead out of turn, the declarer may either treat the card so led as an exposed card or may call a suit as soon as it is the turn of either adversary to lead.

77. If the declarer lead out of turn, either from his own hand or from dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any player lead out of turn and the

three others follow, the trick is complete and the error cannot be rectified; but if only the second, or second and third play to the false lead, their cards may be taken back; there is no penalty against any except the original offender, who, if he be one of the declarer's adversaries, may be penalized as provided in Law 76.

79. A player cannot be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

#### CARDS PLAYED IN ERROR

82. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If any one, not being dummy, omit playing to a trick and such error be not corrected until he has played to the next, the adversaries, or either of them, may claim a new deal; should they decide that the deal is to stand, the surplus card at the end of the hand is considered to have been played to the im-

perfect trick, but does not constitute a revoke therein.

84. If any one play two or more cards to the same trick and the mistake be not corrected, he is answerable for any consequent revokes he may have made. This rule does not apply to dummy. If during the play the error be detected, the tricks may be counted face downward, to see if any contains more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and the card or cards restored to the original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

#### THE REVOKE

85. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke if the trick in which it occurs be turned and quitted (*i. e.*, the hand removed from the trick after it has been turned face downward on the table); or if either the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick.

86. The penalty for an established revoke shall be:

*a.* When the declarer revokes, his adversaries add 150 points to their honor score. This penalty is not affected by the declaration's having been doubled; but it is in addition to any liability which the revoking player may have incurred through his failure to fulfill his contract.

*b.* When either of the adversaries revoke, the declarer may either add 150 points to his honor score, or he may take three tricks from his opponents and add them to his own. Tricks taken as penalty for a revoke may assist the declarer in fulfilling his contract, but they shall not entitle him to score any bonus in honors in case the declaration has been doubled or re-doubled.

87. Under no circumstances can the partners score anything, except for honors in trumps or no-trumps or for chicane, on a hand in which either of them has revoked.

88. A player may ask his partner if he has a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be

answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

89. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed and the declarer may call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the trick, but this penalty cannot be exacted from the declarer.

90. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary, and the claim is established if, after it has been made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

91. A revoke must be claimed before the cards have been cut for the following deal.

92. Should the players on both sides subject themselves to the revoke penalty, each is punished at the discretion of the adversary; but the declarer cannot, whatever may have

been his previous score, add anything to his trick score in a hand in which he has revoked.

93. The penalty for a revoke may be claimed for as many revokes as occur during a hand; but in no event can the total penalty exceed the value of seven by cards. (See Laws 7 and 8.)

#### **GENERAL RULES**

94. There must not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

95. Once a trick is complete, turned and quitted, it must not be looked at (except under Law 84) until the end of the hand.

96. Any player during the play of a trick or after the four cards are played, and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

97. If either of the declarer's adversaries, prior to his partner playing, call attention to the trick, either by saying it is his, or without being requested so to do, by naming his card or drawing it towards him, the declarer may require such partner to play his highest or

lowest card of the suit led, or to win or lose the trick.

98. Either of the declarer's adversaries may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play of a hand, he make any unauthorized reference to any incident of the play, the declarer may call a suit from the adversary whose turn it is next to lead.

99. In all cases where a penalty has been incurred the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded none can be enforced.

100. Where the declarer or his partner has incurred a penalty, one of his adversaries may say, "Partner, will you exact the penalty or shall I?" but whether this is said or not, if either adversary name the penalty, his decision is final.

#### NEW CARDS

101. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded, two packs must be furnished. If they are produced during a rubber, the adversaries shall have the choice of the new cards. If it is the beginning of a new rubber, the declarer, whether he or one of his

adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack be cut for a new deal.

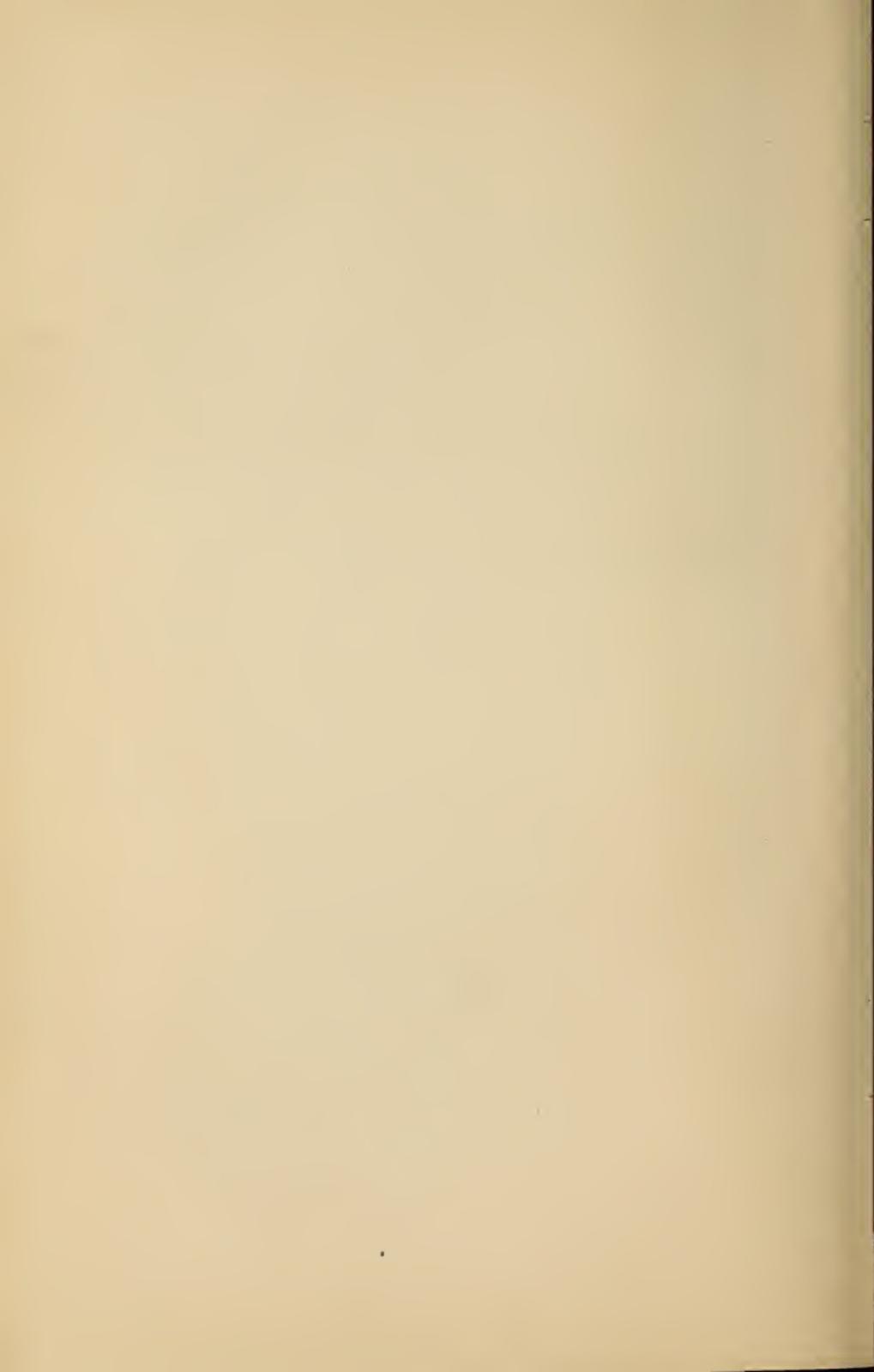
102. A card or cards torn or marked must be replaced by agreement or new cards furnished.

#### **BYSTANDERS**

103. While a bystander, by agreement among the players, may decide any question, he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.



## **DESCRIPTION OF THE GAME**



## DESCRIPTION OF THE GAME

AUCTION BRIDGE is played with two packs of fifty-two cards each, one of which is shuffled while the other is dealt. The pack not in play is called the still pack. The cards rank from the ace, king, queen, down to the deuce, in playing; but in cutting the king is the highest card, the ace ranking below the deuce.

The game is played by four persons, pairing two against two as partners. If there are more than four candidates for play, those who shall play the first rubber are decided by cutting.

The four players cut for partners, the two lowest pairing against the two highest, the lowest cut of all having the choice of seats and cards, and dealing the first hand. If two cut cards of equal value and they are the two highest, it does not matter. If they are the two lowest, they must cut again for the deal, low winning. If they are intermediates, they must cut again to decide which shall play with the original low, who cannot be deprived of his right to the first deal, as cuts to decide ties

decide nothing but ties. If three cut cards of equal value, they all three cut again. If the fourth cut was higher than the ties, the two lowest of the new cut are partners. If the fourth was lower than the ties, he deals, and the two highest of the new cut are partners.

The deal passes in regular rotation to the left, and the position of the deal is marked by the still pack, which is gathered and shuffled by the dealer's partner and placed on his right hand, so that it shall be on the left of the player whose turn it will be to deal next.

The dealer presents the pack to the player on his right (who is called the "pone") to be cut, and at least four cards must be left in each packet. The whole fifty-two cards are then distributed one at a time, face down and in rotation, beginning on the dealer's left, so that each player shall receive thirteen.

No trump is turned.

All irregularities in the manner of cutting, shuffling and dealing will be found fully dealt with in the Laws of the game.

The object of the game is to win tricks which have a certain counting value, and also to secure certain scores for holding honors in the trump suit. The first six tricks taken

by one side do not count; but all over the first six, which are called "the book," count towards game according to the value of the suit which has been declared as the trump for that hand. These suit values are as follows for each trick over the book:

When Spades are trumps.....	2	points.
" Clubs are trumps.....	4	"
" Diamonds are trumps....	6	"
" Hearts are trumps.....	8	"
" there are No Trumps....	12	"

As soon as either side reaches or passes thirty points, made by trick scores alone, it is a game. No matter how much more than thirty points they make on the hand which puts them game, it is all scored; but it is only counted as one game. If the partners were 24 up on the score, and made five by cards at no-trump, worth 60, their total would be 84, but it would be only one game.

As soon as two games are won by the same partners, that ends the rubber. If they are the two first games, the third is not played. The winners of the rubber add 250 points to their score as bonus.

The object of each player is to get a suit declared for the trump with which he thinks

he can materially advance his score towards game, or he may want to play without a trump. But in addition to the points won in tricks there are certain additional scores for honors, and for winning twelve tricks, called Little Slam, or all thirteen tricks, called Grand Slam, and also for the misfortune of not having a single trump dealt you, which is called Chicane. All these are called "honor scores," and although they do not count anything towards winning the game, they materially add to the value of the rubber, as they are all added in at the end.

The honors in the trump suit are the ace, king, queen, jack, ten. When there are no trumps, the four aces are the only honors. The following table shows the value of these honors, according to their distribution:

It is not necessary to memorize these values before one can play, as they will be found on all the score-pads used for keeping the game.

After the cards are all dealt, each player picks up and sorts his hand. The dealer is obliged to make the first declaration as to what he would like to have for the trump suit, and his declaration must be an offer to make at least the odd trick with a named suit for trumps, or at no-trumps. The dealer may

name any suit he likes and any number of tricks he thinks he can make over the book, but he must bid something. He is the only player that cannot pass without bidding, and his declaration should be either a statement of

TABLE OF HONOR VALUES.

IF THE TRUMP SUIT IS—				
Three Honors count.....	4	8	12	16
Four Honors count.....	8	16	24	32
Five Honors count.....	10	20	30	40
Four Honors in one hand count.....	16	32	48	64
Four Honors in one hand, fifth in } Partner's hand, count.....	18	36	54	72
Five honors in one hand count.....	20	40	60	80
<hr/>				
WHEN THERE ARE NO TRUMPS—				
Three Aces between Partners count.....				30
Four Aces between Partners count.....				40
Four Aces in one hand count.....				100
<hr/>				
CHICANE counts the same as Three Honors.				
LITTLE SLAM counts 20.   GRAND SLAM counts 40.				

his intention with regard to the trump he would prefer, or it should be an intimation to his partner as to the general character of his hand.

With a very poor hand, the dealer would bid

nothing higher than the odd trick in spades; because that is the cheapest way out of his difficulty, and warns his partner of his weakness at the same time. But if he is strong enough in spades to be reasonably sure of the odd trick, with average assistance from his partner, he would bid two in spades, instead of the odd trick only. This gives the partner some intimation of the strength of the suit, although it is of little value as a trump.

With good cards in the red suits, he would name them at once, because such hands are valuable. As we shall see when we come to the tactics of the game, it is a mistake to underbid the hand, intending to name a better suit when someone else has bid, as the adversaries may leave you with your first bid, so as to prevent you from making a good score. The number of tricks that the dealer should offer in a red suit, or at no-trump, must also be left until we come to the chapter devoted to that part of the subject.

The dealer having made a declaration of some sort, the player on his left must either pass, or make a better declaration, or "double." As no one but the dealer is obliged to make a declaration, passing may either

mean that the player is satisfied with the trump named, or that he can do nothing better. Passing once does not prevent him from coming into the bidding later if some other player overbids the dealer. Doubling means that the doubler believes the bidder will fail in his undertaking.

Whatever the player on the dealer's left may do, the next player to his left again has the same chance in his turn to pass or to bid higher. Being the dealer's partner, he cannot double the dealer's bid; because no player is allowed to double his partner. If the trump named by his partner suits him, the best thing is to bid a greater number of tricks in the same suit. Suppose the dealer declared to make the odd in diamonds, and the next player passed. The dealer's partner could bid two or three tricks in diamonds, or he could change the suit; but he could not double.

The fourth player then has the same chance to bid higher, to pass, or to double the adversaries' declaration.

If a declaration, no matter by whom made, is not overbid by a better one, or the number of tricks is not increased by the partner, that declaration is final; because no player can

change his own bid in any way unless he has been overbid or doubled by another player in the meantime.

There is no limit to the number of times that a player may bid if he is overbid; but each succeeding bid must be higher than the last. Whenever the point value is equal, the one who offers to take the greater number of tricks to reach those points is the higher bidder. If the point value is not equal, the higher point value is the higher bid, regardless of the suit or of the number of tricks.

Suppose the dealer bids the odd in diamonds, to make the odd in diamonds, and that the next player says two in clubs. Although the club suit is lower in rank than the diamond, two tricks in clubs are worth eight, as against the six which the odd in diamonds is worth. Suppose the dealer's partner now offers one in no-trumps, worth twelve, and the fourth hand bids three in clubs. Although three in clubs are worth no more than one at no-trumps, the bid outranks it in trick-taking.

If a player doubles, only one re-double is allowed. Although one cannot double one's partner's bid, one can re-double the adversary's double. Doubling is overbidding only in the sense that it opens the way for further

bidding. After a double or re-double, any player can make a bid which is higher than the bid which has just been doubled, the doubling itself being disregarded; because doubling does not affect the rank of the bids.

Suppose the dealer bids the odd in diamonds, doubled by the player on his left. The double opens the way for any player, including the dealer, to overbid the odd in diamonds. Suppose the dealer's partner offers to make the odd in hearts. This outbids the double; because, *for the purpose of bidding*, the doubled odd in diamonds is still worth six points only; the effects of doubling, as far as points are concerned, being restricted entirely to the score, as will be explained presently.

Even if a double is re-doubled, the increased value of the tricks is disregarded in any further bidding. If the dealer bids one in hearts and the next player doubles, the dealer's partner re-doubling, the fourth player can bid two in clubs, worth eight only; because it outbids the original odd in hearts.

The bidding is sometimes done with the full knowledge that it cannot succeed, the object being to keep the game in. This will be more fully explained when we come to the chapter on tactics. As it is only the success-

ful bidder's side that can score anything towards game, no matter how many tricks are won and lost, it is very important not to let players make a declaration that will put them out, especially on the rubber game; because anything is better as a chance than a rubber that is surely lost.

Suppose that AB are 24 up, and YZ are 22 up. If AB bid the odd in diamonds, and make it, they win the game and rubber. YZ have nothing in their cards, and are sure to lose on any declaration they make, yet they must outbid AB, so as to keep the game in, on the chance that YZ may get better cards next deal. Therefore YZ will bid the odd in hearts, or at no-trumps, or two by cards, or anything which will take the declaration away from AB, or else compel AB to overbid their hands.

The bidding finally settled, the player who first made the winning declaration, trump or no-trump, becomes what is called the Declarer, or living player; his partner being the Dummy, or Mort, the dead player. No matter who dealt the cards, the declarer plays his own hand, held up, combined with his partner's hand, which is laid on the table, face up, and is known as Dummy.

It should be observed that it is not necessarily the highest bidder that becomes declarer. Suppose the dealer bids the odd at no-trumps; second man bids two in hearts, and the dealer's partner outbids that by declaring three at no-trumps, which is the highest bid made: it is the dealer, and not his partner, that becomes declarer; because it was the dealer that first named the winning declaration, no-trumps.

For the same reason, if a player is compelled to bid up to three in hearts and is then doubled, no one going higher, the one who is doubled becomes declarer, not the player who doubled him; because it is the one who is doubled that first named the winning declaration, hearts.

When a player doubles, it does not mean that he will make the odd trick, but that the declaring side will not make as many tricks as it has undertaken to make. Suppose the dealer has bid three by cards in hearts and is doubled. This means that the adversary who doubles him thinks he may make the odd trick, or even two by cards; but he does not believe that he can make three tricks. In other words, doubling means that the declara-

tion will fail. Re-doubling means that the doubler is mistaken.

If the declarer succeeds, after being doubled, he scores his tricks at double value: 12 for diamonds, 16 for hearts, and so on, as the case may be; but he does not double the value of the honors. In addition to this, he scores 50 points penalty above the line. If he gets more than he declared to make, he gets an additional 50 points for each trick. Suppose he bid two in hearts and was doubled. If he gets two by cards, he gets 32 below and 50 above. If he gets three by cards, he scores 48 below and 100 above. These penalty points never count towards game, but always go with the honors.

If the declarer fails, not being doubled, he scores nothing for tricks, no matter how many he makes; but his adversaries score 50 points in the honor column for each trick by which the declaration falls short. If they have doubled they score double fifty, or a hundred. Suppose the declaration is four in hearts, doubled, and that the declarer gets two by cards only. He scores nothing for those two tricks; but his adversaries score 200 above the line for doubling. Had they not doubled they

would have scored 100 only, which is 50 each for the two tricks that the declarer fell short.

Honors are claimed and scored as held, whether the declaration succeeds or not.

If the declarer does not even make the odd trick, his adversaries still score nothing below the line. All they get is the 50 points a trick penalty. Suppose the bid is two in no-trumps, and the adversaries win two by cards, leaving the bidder five tricks only when he declared to win eight. The bidder scores nothing for tricks, but his adversaries score 150 in honors for penalty.

When everyone at the table is content, and will bid no higher, the player to the left of the declarer leads any card he pleases for the first trick, and then the Dummy's cards are laid down, sorted into suits, the trumps to the right. From that point on, declarer manages the two hands, playing whatever card he thinks best from Dummy, after comparing Dummy's cards with his own. The player who held Dummy's cards has nothing further to do with the game for that deal, not being allowed to make any remarks or suggestions about the play.

Dummy may ask his partner if he has none of a suit to which he renounces, so as to save a revoke, the usual formula being, "No spades, Partner?" Dummy may also protest against the adversaries' enforcing a penalty to which they are not entitled, and may call attention to a trick which is not complete. Apart from this, he is supposed to be blind and deaf.

Each player in turn must follow suit if he can, and the highest card played, if of the suit led, wins the trick, trumps winning all other suits. The winner of one trick leads for the next, and so on, until all thirteen tricks have been taken in.

Declarer gathers the tricks for his side, keeping them separate, so that they may be readily counted. Either adversary may gather for himself and his partner; but all their tricks must be kept on the same side of the table. As soon as one side wins six tricks, it is usual to bunch them together, forming a "book," so that all the tricks over the book may be the more easily counted.

At the end of the hand, the honors are claimed, and the scores are then put down on a score-pad printed for the purpose. The

score sheet has two parallel columns, one for each side, the side keeping the score being "WE," and the opponents "THEY." All trick scores are entered "below the line," and all honor scores and penalties "above the line," as shown in the appended example.

If the declaration succeeds, the trick points are entered to the credit of that side. If the declaration has been doubled, every trick over the book is double value, but there is no increase in the value of the honors. The declaring side may win the tricks while their adversaries hold the honors, in which case the tricks are scored to one side, the honors to the other.

If the declaration fails, nothing can be entered below the line for either side. The declaring side scores honors if it holds them, and their adversaries score fifty points a trick penalty above the line for every trick by which the bidders failed; a hundred points a trick if they have doubled.

In order that the reader may have a clear idea of how the scores are kept, an example is given in the margin. It is a very short game, but sufficient for the purpose of illustration.

WE	THEY
—	250
—	48
50	20
200	32
30	16
<hr/>	<hr/>
24	40
<hr/>	<hr/>
—	36
<hr/>	<hr/>
304	+442
—	—304
<hr/>	<hr/>
—	138

*First Deal.*—WE bid two in no-trumps and held three aces; 24 below the line and 30 above.

*Second Deal.*—THEY bid three in hearts, were doubled, and made the odd trick only, holding simple honors. Nothing scored below the line on either side, because the bidder failed; but THEY got 16 for honors, and WE got 200 above the line; 50 points penalty for each of the two tricks by which the bidder failed, doubled.

*Third Deal.*—THEY bid three in hearts, made five by cards and four honors; 40 below the line and 32 above. This wins the first game, and a line is drawn under it.

*Fourth Deal.*—THEY bid three at no-trumps, and made two by cards only; aces easy, each side having two. Nothing to score but the 50 points penalty for WE, because the bid failed by one trick.

*Fifth Deal.*—THEY bid four in diamonds, made a Little Slam, and had four honors in one hand; 36 below the line, winning the second game, 20 above the line for the Little Slam, and 48 for honors.

As THEY have won two games, that ends the rubber, and THEY add 250 points bonus.

The scores of each side are now added up, the lesser total deducted from the greater, and the difference, which is 138 points, is the value of the rubber.

The result of the rubber is usually transferred to a wash-book, or flogger, upon which its value in points or in cash is set down opposite the names of the winners and losers as minus or plus. These entries can be carried on until the party breaks up, the top of each column being used to show the value of the rubber, which is added to or deducted from the previous scores of each player. The following is a sample of a wash-book for a table at which six players were engaged:

VALUES:—	140	325	280	360
JONES...	+140	+465	+465	+825
GREEN..	+140	+140	-140	-500
WHITE..	-140	+185	+185	-175
BROWN..	-140	-140	+140	+500
BLACK ..		-325	- 45	- 45
SMITH ..		-325	-605	-605

This wash-book can be checked at any time by seeing that the plus and minus scores balance. In the second rubber, Jones and White beat Black and Smith. In the third, Brown

and Black beat Green and Smith. In the fourth, Jones and Brown beat Green and White.

As the value of the rubber sometimes runs into large figures, it is advisable to play for about one-fourth of the points that one is accustomed to at straight Bridge.

## **TACTICS OF THE GAME**



## TACTICS OF THE GAME.

THERE are certain recognized principles of play, usually spoken of as conventionalities, in all games of cards, and it is a social duty that everyone owes to others to learn these conventionalities before sitting down to play in company. To undertake to make up a rubber at Auction Bridge without knowing anything of its principles, is as bad as offering to dance with a partner without knowing any of the steps.

While a great deal must be left to be gained from experience at the card table, reverses of fortune usually ripening the judgment, there are many things which can be learned from the text-book, and there are others of which the text-book can give hints which are sufficient to enable a player to recognize the general situation in actual play.

All examples in a text-book should be gone over with the actual cards, and if the reader will take the trouble to study the following tactics with the cards before him, the principles enunciated should be mastered without much difficulty, and the result should be a cer-

tain confidence in one's ability to play correctly.

The most important element in Auction Bridge is the bidding, and we shall begin with that.

#### BIDDING

There are several things to be constantly kept in view in bidding. The most important is to secure the privilege of making the declaration that promises the best results for your own hand. The next is to give your partner some idea of what you hold, so that he may assist you in one of two ways—in bidding high enough to get the declaration, or in defeating the adversaries in the play of the hand if they outbid you. Another important point is to prevent the adversaries from giving information to each other which might be more useful to them in playing against you than it would be to you in the bidding. Still another consideration is to keep the other side from going out on its own bid if you can.

Each of these points will have more or less influence on the others, but the most important of all must be kept constantly in view—to win the game on your own declaration if you can; because it cannot be won unless your side is the maker of the trump.

There are five declarations open to the bidder: no-trumps, hearts, diamonds, clubs, and spades, and he can bid any number of tricks from one to seven in any of them.

We shall begin with the most valuable declarations first; not only because they win the most points, but because they frequently shut out minor and informative declarations by the adversaries. As a general rule, the dealer should bid his hand to its full value at once, when he has either a no-trumper or a good red make.

If you are the dealer, and have a good diamond hand, on which you bid the odd trick only, you leave the second player an opportunity to bid the odd at no-trumps or hearts, or two in clubs. While you or your partner may be able to outbid any of these by increasing your original declaration to two or more in diamonds, nothing you can do will undo the injury you have done by allowing the second bidder to give his partner an indication of his strong suit.

Had you bid two in diamonds at the start, you would have compelled the second bidder to pass, or else to bid higher. If he was able to bid higher, it does not matter; because he

would have outbid you and taken the declaration away from you in any case. But if his bid was merely to convey information to his partner, you would have shut him out. What is true of the original bids is also true of the overbids, as we shall see presently.

Before taking up the consideration of bids which are based on inferences from other declarations, the player should be able to recognize hands which would justify certain declarations under ordinary circumstances. Some hands are always good no-trumpers, or heart makes, because of the probability that they are strong enough to win at least the odd trick. Hands which are above this standard should be good enough for more than the odd trick; therefore every player should be thoroughly familiar with the minimum strength for an odd-trick declaration, so that he may be able to judge how much more than the odd trick he would be justified in bidding on some hands.

#### **NO-TRUMP DECLARATIONS**

The best no-trumpers are hands in which the strength is scattered among at least three suits. When the strength of the hand is all massed in one suit, it is usually better to make that suit the trump.

One great advantage of the successful bid-

der, often under-estimated, is that he obtains the privilege of playing his own hand in combination with an exposed hand, the Dummy's. Good players consider this equal to a trick a deal, the cards being equal.

Absolutely equal cards would be to give each player at the table one ace, one king, one queen, and so on down to the deuce. If the number in the suits and the combinations with the partner's hand were also equal, we should have some such distribution as this:

♠ Kg, 7, 5  
 ♥ 10, 9, 3  
 ♣ Ace, Jack, 6, 2  
 ♦ Qn, 8, 4

♠ 10, 9, 3  
 ♥ Kg, 7, 5  
 ♣ Qn, 8, 4  
 ♦ Ace, Jack, 6, 2

	Y	
A		B

♠ Ace, Jack, 6, 2  
 ♥ Qn, 8, 4  
 ♣ Kg, 7, 5  
 ♦ 10, 9, 3

♦ Qn, 8, 4  
 ♣ Ace, Jack, 6, 2  
 ♠ 10, 9, 3  
 ♥ Kg, 7, 5

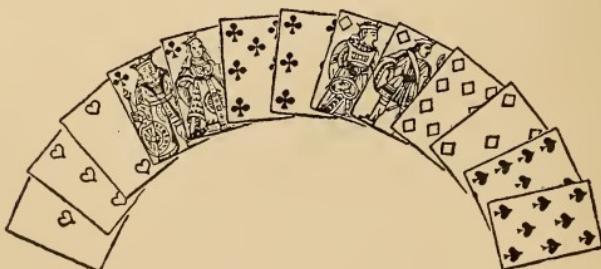
If we suppose that this hand is to be played as a no-trumper, it does not matter which of the four is the declarer; he will win at least the odd trick, almost certainly two by cards,

and very likely the game, if the player on his left opens conventionally with his longest suit, no matter what he and his partner do afterward. Give the hand to some Bridge players, tell them it is a no-trumper, and let them try it.

It will greatly assist the beginner to remember that the standard no-trumper is three aces, or their equivalent. This means at least three sure tricks in three different suits.

As one seldom holds exactly three aces, it is necessary to be familiar with the combinations that are equal to an ace in certainty of trick-taking. Such as king, queen, or king, jack, ten, or queen, jack, ten, are easily recognized. Length is in itself protection; four to a king being considered safe, and even three to the queen, ten, may be chanced; but not unless under compulsion to stretch a point.

If we take such a hand as the following:



we can easily determine that it is equal to an ace in three suits, as it is certain to win at least one trick in each. This hand is also a king above the average in high cards, because it contains ace, king, king, queen, jack, ten, nine, distributed among the various suits.

A king above the average should be good for a trick above the average, leaving the advantage of the play for good measure, and any hand which is a trick above average and protected in three suits should declare no-trumps.

Beginners are usually afraid to make it no-trumps if they are very weak in one suit; but you can always trust your partner for one suit. It is dangerous to trust him for two, unless your own hand is so strong in the other two as to justify the risk. All you ask him to do is to protect the suit in which you have nothing; you do not ask him to make three or four tricks in it.

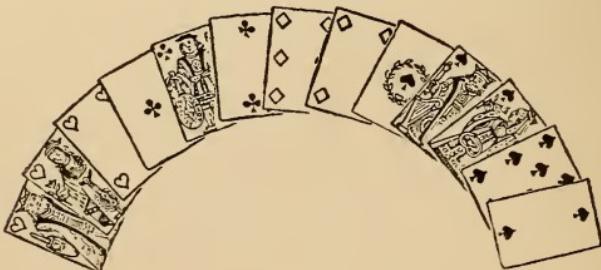
Protection in a suit means that you can stop the adversaries from winning every trick in it. They may win one or two rounds, but if you are really protected you should be able to win the third or fourth round, at the latest.

As three aces would be a no-trumper, so would two aces and a king, queen suit, or one

ace and two king, queen suits. The same aces with any equally strong suit would be a good no-trumper, such as two aces and king, jack, ten in another suit, or even queen, jack, ten; but a no-trumper without an ace is likely to prove expensive.

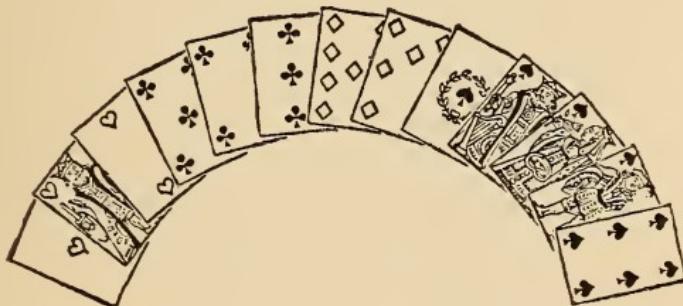
Four aces is always a no-trumper unless the hearts are strong enough to win the game. Beginners, and those who have played Bridge, should observe that the honor score for four aces in one hand is not of much value in itself; because if the declaration loses two by cards the adversaries will score 100 in the honor column for penalty.

When the eye has been trained to recognize any hand which is a king above the average, and protected in three suits, as a no-trumper for the odd trick, it will be an easy matter to see that any hand which is still stronger than this should be willing to bid two at no-trumps, or even more. Take such cards as these:



There are two actual aces, and the king and queen of hearts are equal to an ace; enough for a no-trump bid. But you have the king and queen of spades besides, so that the hand should justify a bid of two or even three tricks at no-trump.

Occasionally one may bid no-trumps on two suits only, provided neither of the weak suits has been declared by an adversary. The long and strong suit in such a declaration would of course be black, or the hand would be a red make. Take such a hand as the following:



The dealer might bid two in spades in order to show his strength; but if he was not over-bid he would have to play the hand as a spade, which might prove to be a wasted opportunity. With seven tricks in his own cards, the dealer should bid at least two at no-trumps, and trust his partner to stop whichever suit is opened against him. When such bids are made, the

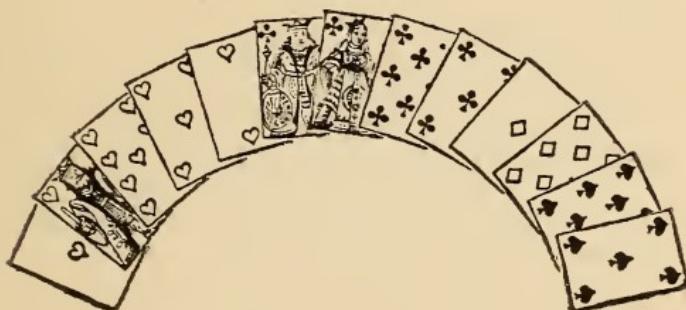
adversaries often lead the dealer's re-entry suit, hearts in this case. The high original bid prevents the adversaries from declaring any informative suits. They would have to bid at least four by cards in diamonds to shut out a no-trumper like this, as it is almost impossible that they could make three in hearts against it.

#### **RED SUIT DECLARATIONS**

As a rule, no-trumpers are dangerous declarations at Auction Bridge unless they are pretty strong, and if there is sufficient strength to justify hearts, or even diamonds, those suits should be given the preference, on account of their safety. The chief value of a no-trump bid is, either as an original declaration by the dealer, to shut out information, or as an advance upon a previous bid of the partner's, as we shall see presently. Players should be especially careful about bidding no-trumps after the adversaries have declared a suit, unless that suit can be stopped.

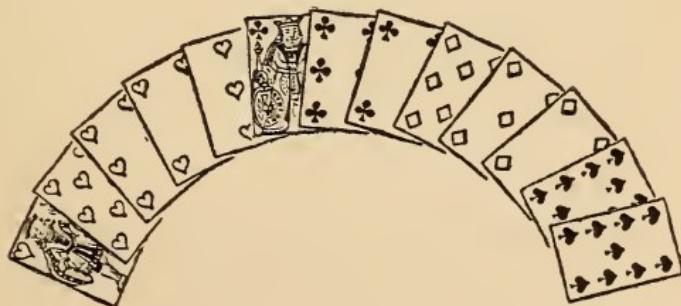
A good working rule for beginners as a test for a red suit declaration, is to add to the number of the trumps themselves the honors in trumps which are as good as ace, king, queen, and the aces and kings in plain suits. Do not count queens. If the total is eight or

better, it is usually a safe bid for the odd trick. Take the following example:



This is equal to three aces, and is a king above the average; but it is a better and safer heart declaration than no-trump, and has the great advantage of telling your partner in which suit you are strong. If we count it up according to the rule just given, we find five trumps, two honors in trumps, one king and one ace in plain suits; a total of nine.

Here is an example of a hand which is not a good red declaration if tested by the eight rule:

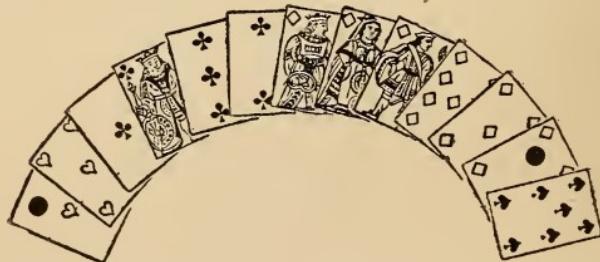


Although there are five hearts, there is no good honor among them, and no aces and only one king in the plain suits; a total of six, which is too weak to bid off.

When there is a very short or missing suit, it is sometimes a better trump declaration on that account. Five or six trumps of any size with a strong five-card plain suit and a missing suit, is very strong.

As a rule, for every trick that one can count above this eight-rule test, especially if the extra tricks are in plain suits, one can afford to bid an extra trick. A player should have no hesitation in bidding two by cards on the example first given, which counted up to nine.

Good red makes should always be carefully considered when there is a choice between them and a no-trumper. Take such cards as these:



While this hand is above the average enough for no-trumps, it is a safer diamond at Auction

Bridge, especially if you are something up on the score. Reckoning six trumps, two high honors in trumps, and three aces and kings in plain suits, the hand counts up to eleven, and should be well worth a bid of three by cards, with the chance of going game. If the hand is overbid, the suit named may be a guide as to the advisability of changing to no-trumps.

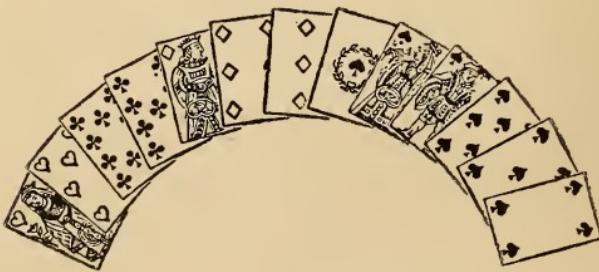
Those who have played Bridge must get over any aversion they may have had to declaring diamonds; because, although it is a difficult matter to win the game from zero with a diamond, the player in Auction Bridge must take every opportunity to advance his score surely and steadily, instead of over-reaching himself in an attempt to go game on one deal. The closer he gets to thirty points, the greater the chances the adversaries will take to overbid him, and the more points he is likely to pile up in the honor column from penalties in consequence.

Trump honors, in Auction Bridge, are of comparatively small importance, except as trick-winners, because of the large number of points usually piled up for penalties, and the increased value of the rubber points, 250.

**BLACK SUIT DECLARATIONS**

A declaration of the odd only in spades is never made except by the dealer, and when he bids the odd only, it is a sign of weakness. It does not mean that he would like to play spades, but that he practically passes the bid along to the others. If the dealer is really strong enough in spades to make the odd or better, he should bid two in spades; and even if he has nothing but spades, he should declare them if he has three or four honors in the suit.

The dealer should always declare two in spades when he can count his hand up to eight by the rule given for red suits. Take these cards, for instance:

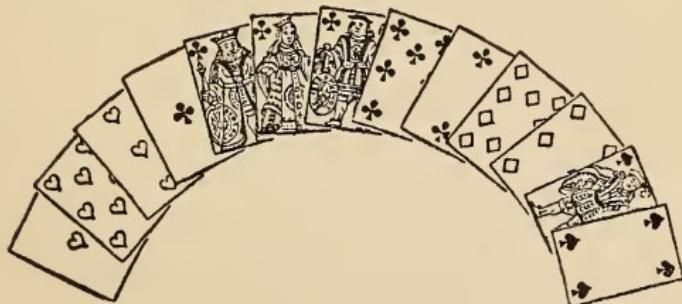


The dealer does not want to play spades, but simply to intimate to his partner that he has a

very strong hand, chiefly in the spade suit. Some players bid two in spades with any hand which is not a weak one; but it is a very dangerous practice to name a suit which you are not strong in, unless you bid the odd trick only.

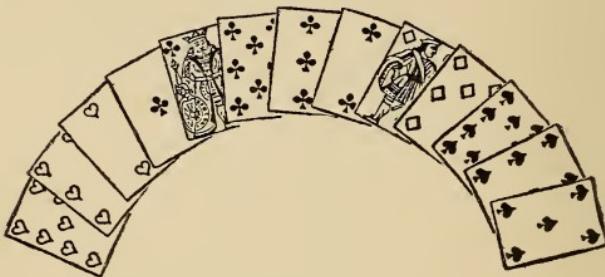
The dealer should never declare clubs unless he is so strong in them that he is willing to play them as trumps even if he is doubled. As a rule, a club declaration is an invitation to the partner to increase the bid to no-trumps if he can protect both the red suits. When the clubs are not strong enough to be sure of the odd trick, it is usually better to declare the odd in spades, and wait for your partner to indicate something which the club suit may help out. Do not be afraid that your partner will leave you in the hole on a spade make.

With a sure trick in a side suit, a sporty no-trumper may be better than a club. Take these cards:



Without the sure trick in the side suit, this would be a club declaration; but as it is, a no-trump bid is better.

When the clubs are not strong enough to justify you in encouraging your partner to go no-trumps upon your assistance in that suit, it is better to declare the odd in spades. With such cards as these, for instance:



to declare clubs, with only two tricks in the hand, would be to give the partner a false idea of its possibilities. Many good players make it a rule to declare the odd in spades always when their hand is not good for more than two tricks; because such a hand is decidedly below average.

#### OVERBIDDING

As soon as the dealer has made his declaration, it becomes the duty of the second bidder to give his partner, who will be the fourth

bidder, some idea of the suit in which his strength lies, if he can; but he should not make a declaration which is absolutely hopeless unless it is done with the deliberate intention of shutting the dealer out. Neither should he bid a number of tricks which is more than necessary to over-call the previous declaration, except with a view to shutting out an informative bid by the dealer's partner. If the dealer's original bid is a forced "one in spades," it will usually pay the second bidder to make it expensive for the dealer's partner to name a suit.

There is no use piling up penalties against yourself just for the sake of giving your partner information that cannot be of any use to him unless he has a phenomenal hand. When you have to bid two or three by cards just to tell your partner what your suit is, you invite the adversaries to let you play it, or to double you, and then your partner has to let it go at that, or pull you out of your hole by going into a deeper one himself. It is when the dealer's bid is low that the second bidder gets his opportunity.

When the dealer bids the odd in spades, the eldest hand, sitting on his left (whom we shall call the second bidder), should immedi-

ately name his strong suit, if it is worth anything at all. Even if it is good for two or three tricks only, it is of the greatest importance to inform the partner, so that he may know what he is doing if the dealer's partner helps the dealer out by making a better bid. When the second bidder names a suit, the fourth bidder can take advantage of the information in either of two ways—in bidding on the combined strength of the two hands, or in leading suit which the second bidder declares strength in, in case the dealer's partner becomes declarer on the deal.

The score plays a very important part in overbidding. Suppose the dealer declares the odd in spades when he is not more than twenty up. If the second bidder has only an average hand, he should pass at once, so as to let the dealer play spades; because he cannot possibly win the game with such a declaration. When the second bidder passes, it becomes the duty of the third bidder to pull the dealer out, if he can, by bidding something in which there is a chance to go game.

Then one of two things must happen. If the adversaries can, they will outbid the dealer's partner, especially if they have any fear that he will go out on his declaration.

Or, if they think the declaration is weak, they can let it stand and double it.

If the dealer's partner holds bad cards, and cannot risk anything when the dealer bids the odd in spades and the second bidder passes, it is a convention in many circles to overbid the dealer by offering two in spades. The theory is that the dealer's bid may be forced, and that he may not be absolutely weak, but simply waiting for the bids of others to guide him. An overbid of two in spades not only warns him of the weakness of his partner's hand, but gives him a chance to change his bid if he cares to. This opportunity to bid again may be invaluable.

When the second bidder lets the dealer's odd in spades pass, and the third bidder is not able to do anything better than spades, the fourth bidder should be pretty strong to interfere with his partner's handling of the situation, and should wait for the dealer, to see if he is going to risk a change of suit or not.

These outlines are only hints, of course, as this part of the play is so infinitely varied that it will be much better and more quickly learned at the card-table than from any text-book. Nothing will impress such situations

on the beginner so clearly as to burn his fingers with them once or twice.

If the second bidder has any suit which is good for two or three tricks, he should declare it, if he has not been shut out by a better declaration on the dealer's part; because the information of such a suit may be valuable to the fourth bidder. If strong in spades, he can double the dealer's spade declaration of the odd. If he is strong in clubs, he can declare clubs, even if he has not the strength that the dealer should have to declare that suit. If he declares a red suit, he should have a hand on which he would declare red in any position, and be willing to play it, apart from any consideration of giving information. Such a hand should count up to eight or better, according to the rule already given for the dealer.

The third bidder must be guided largely by the dealer's declaration, modified by the over-bidding, if any. The combinations are so endless that it would be impossible to enumerate a tenth part of them; but one or two examples may give the reader a fair idea of how to manage such situations.

If you are third bidder, and your partner, the dealer, declares the odd in spades, you

cannot trust him for more than two possible tricks, and any red suit declaration should be unusually strong to justify it. But if he bids two in spades, or the odd in clubs, you can safely depend on him for a strong suit. With two good suits yourself, but not strong enough to make it red, you should at once declare no-trumps.

When the dealer declares a red suit, and you have winning cards in the other suits, increase his bid if anything; but do not change the declaration unless it is absolutely necessary to overbid the adversaries, or unless you see there is more in the hand as a no-trumper.

When the dealer declares no-trumps, and the third bidder has great strength in one suit, the dealer must be protected in the three other suits. As third bidder, you can then safely increase the number of tricks bid, without changing the declaration from no-trumps. If it is hearts in which you are strong as third bidder, when the dealer has declared no-trumps, it sometimes pays to overbid the dealer by changing to hearts, using his scattered strength to support your trumps.

Upon one occasion I saw a dealer declare the odd at no-trumps, holding the ace and small hearts, the ace and small clubs, no dia-

monds, and six spades to the king, queen, jack. His partner had six hearts to the king, queen, jack, and also no diamonds; and when the second bidder passed, the third bidder very wisely overbid, and declared two in hearts, which shut out eight winning diamonds in the hand of the second bidder, who had shrewdly refrained from doubling, hoping the no-trump declaration would stand.

When you are very weak in a suit which is declared by the adversaries, you should overbid them, so as to prevent them from going game, unless you are so much ahead of them in the matter of penalties that you can afford to let them win the rubber and still be a winner in points yourself.

Take this case: The dealer bids the odd in spades. Second bidder, being eighteen up, declares two in diamonds. While one in diamonds would be enough to overbid, he offers two, so as to prevent the dealer's partner from giving information too cheaply, which he will always seize an opportunity to do when the dealer's bid is a forced "one in spades." The dealer's partner in this case holds no diamonds, but has something like four hearts to the king, four clubs to the ace-queen, and five spades to the king. He knows that his part-

ner is either waiting to see how the hand lies, and may be weak, but he bids two in hearts; not with any idea of being able to make it, but in order to keep the game in, which would be lost if the adversaries were allowed to play diamonds for trumps.

Observe that in overbidding just to save the game, it is always advisable to bid as few tricks as possible, as the penalty is the same no matter what the declaration is. If the third bidder in this case had bid three in clubs, so as to overbid the two in diamonds, he would be running an extra risk of penalties.

When the fourth bidder pulled his partner out by declaring three in diamonds, the dealer took his partner's cue and bid two in no-trumps, as he was weak in hearts, but had a stopper in diamonds. This shifting to no-trumps told the third bidder positively that the diamond suit was protected, as both the dealer and his partner knew it would be led, the adversaries having declared it.

There is one point to which the beginner's attention should be directed, and that is the difference between declaring no-trumps and defeating a no-trump declaration. If the dealer bids no-trumps, and the second bidder holds a solid suit, good for eight tricks, he

can defeat the declaration; because he has the lead. But he could not declare no-trumps himself, because he cannot get that suit led, and might not be able to bring it into play until the odd trick had been lost. Therefore, if a player bids two in diamonds with six solid trump tricks and an outside king, that does not mean that he would also be willing to declare two in no-trumps with such cards; and a no-trump bid will frequently shut him out, and prevent him from mentioning the suit even, which is of the greatest importance.

Situations something like the following frequently arise: The dealer bids the odd in spades; second bidder declares two in diamonds; third bidder two in hearts. If the fourth bidder judges from his own cards, and from his partner's diamond declaration, that the heart bid is simply to shut out the diamonds, he can outbid the hearts by bidding three in diamonds; but such a bid should be a clear indication to his partner that the hearts will be taken care of; because it is a challenge to the adversaries to increase their heart bid.

If the dealer's side does overbid, by going three in hearts, the others will have to consider their chances of making four by cards

in diamonds, or shifting to no-trumps, or letting the heart declaration stand and securing penalties in the honor column, perhaps doubled. Of course, if they go on, and overbid their diamond hand, they may lose heavily by it, as they will have penalties piled up against themselves, when they might easily have beaten the heart declaration. It is situations like this that make Auction Bridge such an interesting game.

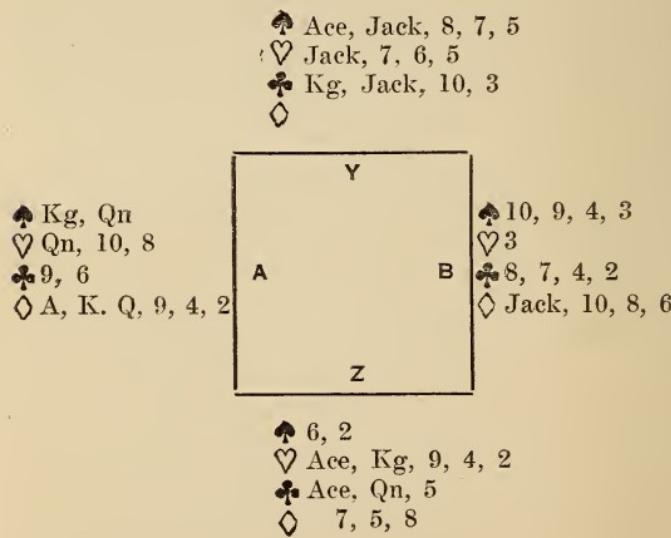
#### DOUBLING

It is a great mistake for the second bidder to double an original declaration, or one that can be backed out of; because it alarms the dealer's partner. Suppose the dealer declares the odd at no-trump, and the second bidder doubles. The third bidder immediately pulls the dealer out of the hole he is in by declaring two in diamonds or hearts, or three in clubs, or anything, so as to prevent the second bidder from defeating the no-trumper and scoring 100 points a trick penalty.

What has the second bidder gained by his doubling? He has not given his partner any idea of the suit with which he proposed to defeat the no-trump make, but he has driven the opposing bid to such a figure that he dare

not come in and name his own suit against it, unless it is a red suit.

The best time for doubling is when you think that the bidding has forced the adversaries up so far that they have over-reached their strength. Take this distribution of the cards as an illustration of such a case:



The dealer, Z, bid the odd in hearts, and A bid two in diamonds. Y declared two tricks in hearts, as he could ruff the opposing diamond suit, making his own trumps separately from his partner's. B, with two honors in diamonds, and able to ruff hearts after one

round, bid three in diamonds. The dealer passed, not knowing the situation, and being afraid of his five weak cards in diamonds and spades. A, who argued that he had the heart suit stopped, and that his partner knew his diamond suit, declared two in no-trumps, trusting B to stop the clubs, should that suit be led. Y, still sure of the advantage of being able to ruff the first round of diamonds, bid three in hearts, so as to outbid A, and, both the others passing, A offered to make three in no-trumps.

Y, afraid to risk five by cards in hearts, which would have been defeated, turned round and doubled A's no-trumper, on the ground that if A should make three by cards he would win the game and rubber, and a few penalty points did not matter much. This left B helpless, as the bidding had gone too far for him to risk a Little Slam in diamonds, and nothing else would overbid, so he hoped the no-trumper would go through, as he knew A must have the hearts stopped, and all the diamonds ought to fall.

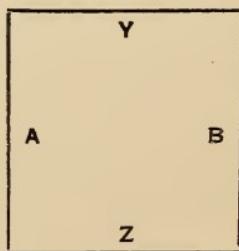
A became the declarer, and Y led his best heart, the jack, which Z won with the king and led the ace. As the rule is to lead the best card of the suit your partner has named

in his bidding, Z marks the queen of hearts with A, and as it does not fall, Z shifts to clubs. Four club tricks and the ace of spades, in addition to the two heart tricks, netted Y and Z 300 points penalty as a reward for their good judgment in doubling at the right time.

#### OPENING LEADS

The player who first names the suit which is finally settled on for the trump, or who first declares no-trumps if the hand is to be played that way, becomes declarer for that deal, no matter how much his original offer for tricks may have been increased, and the player sitting on his left leads for the first trick.

If we suppose this to be the position of the players:



Z having dealt and bid the odd in spades, A bids two in hearts, Y bids two in no-trumps,

B makes it three in hearts, Z passes, A passes, and Y doubles. Although A's bid has been increased by one player and doubled by another, hearts are to be the trump, and as A first named them, he is declarer, and Y leads for the first trick.

As soon as a card is led, declarer's partner lays down his thirteen cards and becomes Dummy, taking no further part in the game.

The suit selected for the opening lead by the eldest hand will depend largely upon whether or not he has any information as to his partner's strength, or has a good suit of his own. The mere fact that the partner has declared a suit does not mean that he can win every trick in it. A trump suit may be selected and bid upon which has only one honor in it, if the side cards are strong. Overbids, especially when made to keep the other side from going game, are not to be regarded as guides which are as reliable as those made in good faith. If a player bids hearts to take the declaration away from an opponent that looks as if he would go game on diamonds, that is not as true an index of his strength in hearts as it would have been had he bid the odd in hearts after the dealer had declared the odd in spades.

If the eldest hand can hold the lead until he has seen Dummy's cards, it is usually a great advantage, especially if he does not give up the control of the suit by so doing; but to lead an ace just for the sake of seeing Dummy is often a mistake. In no-trumps it is almost always so.

If your partner has declared a suit in a hand which is eventually played as a no-trumper, lead him that suit, unless you have a good suit of your own, such as ace, king. If you think his declaration of the suit was from strength in it, sacrifice your hand to his, and lead him the best card you hold in it, regardless of number, so that he may know what is against him.

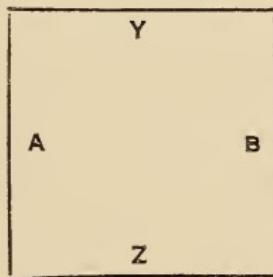
If you are the only one of the partnership that has named a suit, the declaration having been changed afterward to no-trumps, it is almost a certainty that the adversaries, who are to play the declarer's side, have the suit stopped. But unless this stopper is some card that you could catch if the suit were led by your partner, you may as well start your suit and lead it right out until you get it cleared.

If you have declared clubs, for instance, holding six to the ace, queen, jack, and your

partner has overbid the player on your left by naming hearts, the hand being finally played as a no-trumper, your lead should be your best heart, on the chance that you can catch the guarded king of clubs if your partner can lead through it. Here is a situation of this kind:

♣ 10, 8  
 ♥ K, Q, 10, 6, 5, 3  
 ♦ 10, 3  
 ♦ Jack, 4, 2

♣ 9, 5, 2  
 ♥ 9, 2  
 ♦ 9, 8  
 ♦ K, 10, 9, 7, 6, 3



♣ Kg, Qn, Jk, 6, 4  
 ♥ Ace, Jack, 8  
 ♦ Kg, 7, 5  
 ♦ Ace, Qn

♣ Ace, 7, 3  
 ♥ 7, 4,  
 ♦ A, Q, J, 6, 4, 2  
 ♦ 8, 5

Z dealt and bid the odd in clubs; overbid by A in diamonds; overbid by Y with one in hearts. As B had both the adversaries' declared suits stopped, and could infer that his partner was strong in diamonds, he bid one

in no-trumps. Z raised his partner's heart bid to two tricks, and B raised his own bid. Z raised to three in hearts, because he knew that his partner, Y, could have nothing but hearts, and Z was afraid that Y would stop bidding when B went two in no-trumps. This bid of Z's forced B to go on to three in no-trumps. Neither Y nor Z dared to risk five in hearts; but Z doubled the no-trumper, and A could do nothing to pull his partner out.

B became the declarer, and Z led a heart, that being his partner's declaration. B tried to drop the diamonds, overtaking his own lead. As the jack did not fall, he tried the spades, putting Z in, who led another heart. Y quit the hearts, and came through with the ten of clubs, the suit indicated by his partner's opening bid; two by cards for YZ.

If you lead a suit because it has been indicated by your partner, lead the top of it, regardless of number, so as to show him the highest card in it; but if you lead your own suit, lead it according to the conventional rules for leading high or low cards.

When suits are led by the adversaries of the declarer, which are not opened in response to the partner's indication, there is a slight dif-

ference in the leads from high cards when there is a trump and when there is no trump.

#### **LEADING AGAINST TRUMPS**

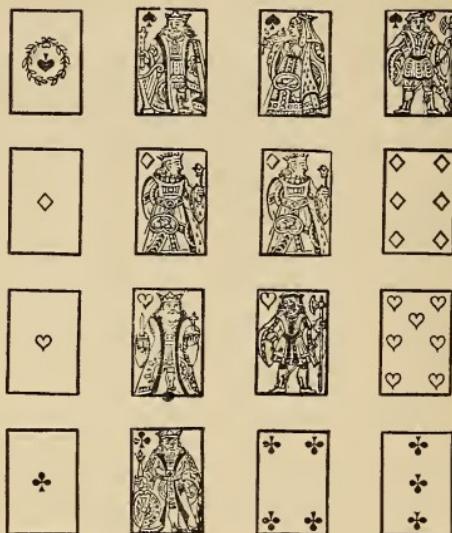
If your partner has doubled a trump declaration, do not assume great strength in his hand in the trump suit, and avoid a trump lead at all costs.

Against any trump declaration, the best suits to open are those headed by two or more cards in sequence. The worst are those with honors which are not in sequence when the suit is short, and those headed by single honors which are not the ace. The best of all openings are suits headed by both ace and king, as they hold the lead until Dummy's cards are laid down, and still command the suit.

Every player should learn the various combinations from which it is conventional to lead one of the five high cards—the ace, king, queen, jack, or ten. These leads are covered by five simple rules. \*

The king is always led when it is accompanied by the card next it in value, above or below; that is, by the ace or the queen or both. From any of the following combina-

tions, the proper card to lead would be the king:



There are two objects in view in leading conventionally. In the first place, you make the most out of the suit by leading high cards instead of low ones. In the second place, if your partner is a good player, and knows the leads, he will be able to infer what combination of high cards you hold.

When playing against a trump declaration, there is little for the adversaries to do in the opening attack but to show each other what tricks they can win. This the leader does by

opening conventionally, while his partner indicates, by methods to be explained when we come to the play of the third hand, whether or not he can trump the smaller cards of the suit after the leader has exhausted his winning cards.

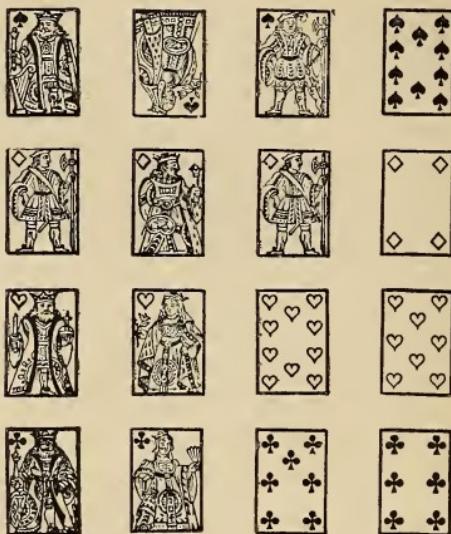
If the king is led from any of the foregoing combinations, it will win the trick, and the partner will infer that the leader must hold the ace. For the second round of the suit the leader should follow the king with the lowest card he has that is just as good as the ace—that is, that will win the second trick.

These secondary leads are based on the principle that you should never tell your partner anything he already knows, when you can tell him something that he does not know.

From the first combination, having led the king and won the trick, your partner knows you have the ace. Follow with the jack, which tells him it is as good as the ace, and marks you with the queen also. From the second combination, follow with the queen, which is as good as the ace; but denies the jack. From the third and fourth, you must follow the king with the ace, which denies the queen.

The king is also led from the following

combinations, because it is accompanied by the card next in value, in these, the queen:



If the king wins, you infer that your partner holds the ace. If the king loses, your partner infers that you hold the queen. If you lead the suit again, lead the card that he does not know. From the first, lead the ten after the king, because the ten is as good as the queen, which is the card he knows. From the second, lead the jack, which is as good as the queen; but denies the ten.

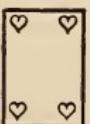
If the king loses to the ace, and you have not the jack, you must go on with the best

card of the suit when you get in again, which will be the queen; but from the first two combinations you should invariably go on with a high card, whether the king wins or not. If the king wins when you have not the jack, you do not lead the queen, but follow the king with your original fourth best of the suit, even if you hold five or six cards of it.

The queen is led when accompanied by the jack, with no higher card in the suit. This would be a queen lead:



The jack is led as the top of a suit only, there being no higher card in the hand. When the suit is one of four or more cards, the jack must be accompanied by the ten; but if the suit is short, three cards, or two only, the jack is led even without the ten, so as to show its weakness. Either of these would be jack leads:



The ten is led from one combination only:

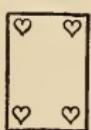
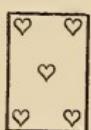


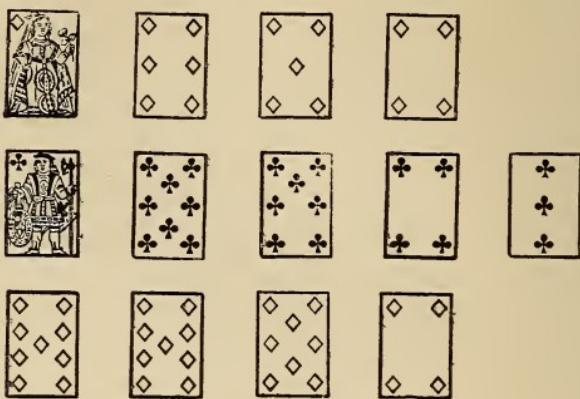
If the leader opens a suit which is headed by the ace, without the king, he should always lead the ace, or it may be lost when playing against a declared trump. This does not mean that you should pick out an ace suit to lead; but that if you have to open that suit, and it is headed by the ace without the king, the ace is the card to lead. The following are all ace leads; because the king is not present:



After leading the ace, follow with your original fourth-best, unless you hold two honors in sequence, as in the first two combinations shown. In that case you lead one of the two honors, and always the higher, so that the jack following the ace will deny the queen, while the queen following the ace will show the jack.

The fourth-best of the suit is always led originally when you have no combination from which you would lead a high card. The fourth-best is also the card of uniformity for the second round in all suits in which you do not lead a high card for the second round. This card is always counted from the top of the suit as it stood originally. In each of the following the fourth-best would be the four:



**LEADS AGAINST NO-TRUMPERS**

When playing against a no-trump declaration, if your partner has not indicated a suit, you should select the longest suit in your own hand for the opening, unless you have a suit headed by three honors, one as good as the king.

In playing against no-trumpers, there is no hurry about making your aces and kings, as there is in a trump declaration; because you are not in the same danger of losing them. They cannot be trumped, and they may be more useful later in the hand than at the start.

There is this simple difference between the rules for leading high cards. Against a trump declaration, you always lead from any two honors in sequence; but at no-trumps you do

not lead high cards unless you have three honors, at least two of them in sequence. From such combinations as ace, king, queen; king, queen, jack; queen, jack, ten; ace, queen, jack; or king, queen, ten, you would lead the same way in either case; but from such suits as ace, king; king, queen; or queen, jack, you lead the fourth-best at no-trump. An exception may be made if you are very long in the suit, seven cards or more.

There is no hurry about making aces at no-trump, and if you open a suit which is headed by the ace without the king, never lead the ace unless you have the queen and jack also; but start with the fourth-best.

Against no-trumpers, it is better to avoid leads from short suits, if possible. They are a resource when all the other suits are bad ones to open, such as three- or four-card suits headed by honors which are not in sequence, like ace, queen, or king, jack. It is not often that such openings are justified in Auction Bridge, and they should be avoided; short-suit leads being reserved for a response to the partner's declared suit.

If a short suit is led, always lead the best card of it if it is not as good as a queen, and follow with the next best, whether you lead it,

follow suit, or discard, so that the partner may infer that you still have a smaller card if you had three originally. Lead a queen, king, or ace at the top of two or three, if it is your partner's suit you are trying to hit.

#### THIRD HAND PLAY

In playing against a declared trump, it should be the duty of the third hand to show his partner whether or not he can trump the third round of the suit first opened, if it is not his own suit. If he cannot trump it, he may be able to warn his partner that the fourth hand will.

When high cards are led, or played in by Dummy, so that third hand makes no attempt to win the trick, he plays the higher of two cards only, neither of them an honor; but the lowest of three or more, no matter what they are. Suppose third hand to hold the eight and four only of a suit in which his partner leads the king. The proper play to the first trick is the eight. When the lower card drops to the second round of the suit, the leader will know that his partner has no more, and can trump a third round. If the first card played by third hand is smaller than the second he plays, he must have a third, as he is playing up. This

may warn the leader that declarer is out of the suit.

When one of the two cards is as high as the jack, this echo is unnecessary, as the fall of the jack will show the queen or no more. If the jack falls to the first trick, the player must have the queen or no more.

This is called the down-and-out echo, but its use is confined exclusively to trump-declaring hands.

Against no-trumpers, when the third hand makes no attempt to win the trick, he should always play his second-best card, regardless of number or value. On the second round, if he had more than two originally, he always keeps his original lowest to the last, playing the one above it.

Suppose a king is led, and third hand holds jack, ten, four. He plays the ten the first time, the jack the next, keeping the four. Suppose he holds jack, ten, eight, four. He plays the ten the first time, but the eight the next. It will be observed that with two or three of the suit he plays up, while with four he plays down.

When the third hand tries to win a trick, he does so as cheaply as possible. With any high cards in sequence, such as ace, king, or king,

queen, or queen, jack, he should always play the lower card, so as not to deceive his partner. To play the ace when holding the king third hand, is to tell the leader that declarer has the king against him, which might be an expensive piece of deception. You cannot deceive the declarer, as he knows that neither he nor Dummy has the king.

The eleven rule is sometimes useful to the third hand in showing him how far from established the leader's suit may be, and also sometimes in enabling third hand to hold over Dummy to advantage. The rule can be applied only when the original leader opens with his fourth-best.

By deducting from eleven the number of pips on any fourth-best lead of the partner's, the third hand may count how many cards, higher than the one led, are not in the leader's hand. If they are not in the leader's hand, nor in Dummy's, nor in third hand, the inference is that the declarer holds them. If Dummy and third hand hold all the higher cards indicated, the inference is that the declarer has no card higher than the one led.

Suppose you are third hand, and your partner leads the seven of clubs, Dummy laying

down the queen, nine, two; you holding ace, jack, three. This will be the position:



LEADER



DUMMY



THIRD HAND

Deducting the card led, seven, from eleven, leaves four. These four cards, which are to be higher than the one led, are all in sight—queen, nine in Dummy; ace, jack in your own hand; therefore the declarer cannot have any card higher than the seven. If he has, your partner's seven cannot be the fourth-best of his club holding, as you will see if you lay out the whole suit.

**RETURN LEADS**

In returning the suit first opened by your partner, always lead one of the second- and third-best if you hold both those cards; such as jack, ten, after the king has forced out the ace; or queen, jack, if your partner has led the ace and the suit has been changed.

With any two cards of your partner's suit, return the higher. With three or more, return the lowest, except that you should lead a card that will beat Dummy if you can. Holding jack, nine, four, for instance, Dummy with only seven high, return the nine; not the four.

If you change the suit, or have no more of your partner's suit to lead to him, always lead up to Dummy's weak suits. To lead up to Dummy's strong suit should show that you can trump the second round of it. Let your partner lead through Dummy's strong suits. If you hold over Dummy, and can catch his high cards, put your partner in on another suit if possible. Sometimes you can show what you want led, as when you have an ace, king, jack suit, Dummy holding the queen twice guarded. Lead the king to show the ace, and then change suits, so as to get the finesse of the

jack if your partner can get in and lead through.

#### SECOND HAND PLAY

With Dummy on your left, all that is necessary is to beat the cards exposed in his hand if you can, when a suit is led through you. It is useless to play high cards second hand under the impression that you will force Dummy to play higher, unless your high cards are two or more in sequence. Many beginners have an idea that if they play the king second hand, Dummy's ace will be forced; but Dummy's ace is forced in any case, and to play the king is to throw it away, if a small card is led.

As a rule, cover an honor with an honor, when the honor in your suit is led through. If Dummy leads a queen, and you have the king and only two small, it usually pays to put on the king, so as to force the declarer to play two honors to get one trick; and you may make the jack or ten good in your partner's hand by so doing.

With any combination of cards from which you would lead a high card, play a high card second hand if a small card is led through you. With ace, king, for instance; or king, queen; or queen, jack; or king, jack, ten, play the

lowest of the high cards second hand on a small card led through you.

The declarer must manage his second hand plays according to the combination which is formed by the two hands. It is never necessary to play a high card second hand, such as a queen, from one hand, when there is a card in sequence with it, such as king or jack, in the fourth hand.

With queen and only one small in second hand, ace and others in fourth hand, it is better for the declarer to put on the queen, as that may make two tricks in the suit. But with the ten in the same hand as the ace, do not play the queen; because if the lead is allowed to come up to the ace, ten, small, the declarer must make two tricks in the suit, no matter what third hand plays. The same is true of jack and one small in one hand; king and others in fourth hand. The jack may make two tricks in the suit if the lead was a low card from ace, queen.

At no-trumps, if the fourth hand cannot beat the card led, second hand should cover it if possible, so as to put the lead on the right. Suppose a seven is led, and Dummy lays down king, nine, three, the declarer having nothing higher than the seven in that suit. The nine

should be played from Dummy, or the third hand will pass the seven, as he knows by the eleven rule that the declarer cannot beat it. This will compel third hand to win the trick and lead up to the guarded king, or else change the suit.

### THE DECLARER'S PLAY

With a declared trump, the declarer's first consideration upon getting into the lead must be whether or not to exhaust the adverse trumps at once, or to do something else first.

If there seem to be more tricks in making the declarer's and Dummy's trumps separately by a cross-ruff, the trump lead should be avoided. Sometimes the lead is in the wrong hand to play trumps to advantage, and a plain suit must be led to put the other hand in. Sometimes Dummy can make a little trump before trumps are led, and then again it is often impossible, by leading winning cards of a plain suit first, to get rid of losing cards in the other hand, that hand having none of the suit led.

In no-trumps, the declarer must make up his mind at once, upon getting into the lead, which suit he is going to play for. As a rule, he should select the suit in which he has the most

cards, counting those in both hands. If two suits are equal, he should choose the one which has more cards in one hand than the other. If two suits are equal in all these respects, it is always better to play for the one that is shown on the table, so that the strength in the hand may be concealed from the adversaries as long as possible. They may discard from that suit, and perhaps unguard it.

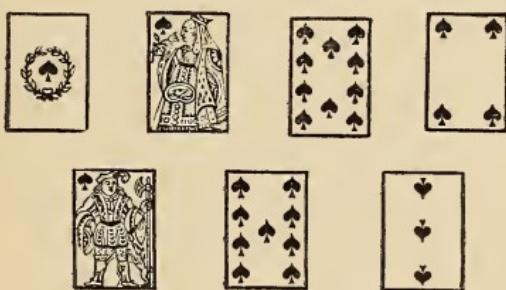
The golden rule for the declarer, in his management of the combined hands, is to lead from the weak hand to the strong, so as to secure all the extra tricks he can by finessing.

If there was nothing in the play but to take tricks with the aces and kings, the declarer might as well lay down his cards and claim so many tricks at once; but by good management he may make tricks with cards which are not aces and kings by any means, and may prevent cards as good as kings and queens from ever winning tricks for the adversaries that hold them.

A finesse is an attempt to win a trick with any card which is not the best you hold of that suit, nor in sequence with it. If you have ace, queen in one hand, small cards in the other, you can lead from the weak hand to the strong, and finesse the queen. If the king is on the

right of the ace-queen combination, you win two tricks in the suit, by the finesse.

Sometimes two finesse are necessary in the same suit. These must be secured in one of two ways—either by taking one finesse, and then putting the weaker hand in again on another suit; or by so managing the cards that the weaker hand may retain the lead. Suppose this is the position, either hand being Dummy's, the other the declarer's:



The rule is to lead high cards from the short hand, and most players would be satisfied to lead the jack, intending to play the small card from the other hand. This will win in all cases but one. If the king happens to be three times guarded on the left, it must eventually be led up to. If the eight is with the king, the king will cover the nine, if the ten is played under the jack on the first lead.

The only way to manage this instructive po-

sition is to lead the nine, so that if it is not covered the four can be played on it. Follow with the jack, and play the ten on it, and then the king must be caught if it is on the left.

Holding ace, jack, ten in one hand, small cards in the other, it may be necessary to lead the suit twice from the weaker hand. The ten should be finessed the first time if the second hand does not play king or queen, and the weak hand must be put in again to give a finesse of the jack on the second round, the theory being that both king and queen are unlikely to be on the right. If a high card is played second hand, win it with the ace and force out the other with the jack or ten.

In planning the play of a no-trumper, declarer must be careful to provide for re-entry cards, otherwise he may not be able to make tricks with the long cards of his suit after he gets it established. Holding the ace in one hand, king in the other, and another big suit in one hand, not established, if it is necessary to win a trick with the ace or king, win it with the hand which does not hold the long suit, so that such a useful side card may be preserved for re-entry purposes. A misplay on the first trick of the hand is often fatal in this respect, declarer not having been careful to

look ahead to see which hand should hold on to its high cards.

Ducking is a common way of bringing in a suit when there is no re-entry card in another suit. Suppose Dummy holds a six-card suit, headed by ace, king, and that declarer has only two small cards of that suit, Dummy having no re-entry in any other suit. If two rounds of the suit are led out, the remainder of the suit is dead. But if the first round is ducked, holding up both ace and king, the next time that declarer gets in he can lead the suit again, and the ace and king, winning the second and third rounds instead of the first and second, may make every remaining trick in the suit.

When the dealer is afraid of a suit opened against him and has only one winning card in it, such as the ace, it is better to hold up that card until one adversary is out of the suit, so that he cannot lead it to his partner.

Declarer must be careful to get out of his own way, so as not to block his good suits; but there will be little difficulty in this respect if he is careful to follow the rule of always playing the high cards from the hand which is shorter in the suit. With six to the king in one hand, queen, jack, small in the other, play small from the hand that has six cards; and

play the queen and then the jack from the other, even if the ace wins the first trick.

#### DISCARDING

Declarer, seeing both hands, knows what he can best afford to discard when he cannot follow suit. The beginner may perhaps need to have it pointed out to him that it is never necessary to keep the same number of the same suit in both hands. Suppose that declarer has to discard from his own hand and from Dummy's, and that he holds four clubs and diamonds in each. He can discard three of the clubs from the hand that is weak in that suit, and three of the diamonds from the other hand. If one hand is strong in both suits, he can discard his uncertain cards.

When either of declarer's adversaries have to discard when playing against a trump declaration, the conventional rule is to discard the suit you want led, because it is highly important to inform the partner in which suit there is any chance for more tricks. This idea is borrowed from the experience of the Whist table, at which strength was always discarded when the strength in trumps was against the player.

Some players discard weakness, even

against a trump declaration, trusting the partner to judge which of the other suits it is better to lead. This weak discard is probably the more common in England; but it is never played in the United States. It is just as well in these days of difference of opinion, to ask your partner, before the rubber begins, which discard he affects.

Against a no-trumper, the majority of players will tell you that they discard from weakness; but you will find that they depart from this rule whenever it is necessary to protect a suit; so you must not jump to the conclusion that your partner is weak in a suit just because he discards it, even if he has told you that he discards from weakness as a system.

Careful observation has convinced me that the safest rule when playing against a no-trumper is to discard the suit you are not afraid of—the suit which you do not think the declarer will attack next. This enables you to keep guard on the suit you are afraid of. Remember that the discard is not for the purpose of keeping every possible trick in your long suit, but it is to keep the declarer from making tricks which he has no business to make, and which he never could make if you did not help him along by unguarding the suit.

Suppose the declarer is leading diamonds, and you have a suit of five hearts to the ace, king, ten, and three clubs to the jack; Dummy having nothing of value in either suit. Discard the hearts and keep the three clubs. The declarer is never going to lead a suit in which you have the ace, king, ten over him, after he has run down all his diamonds. What he is going to attack next is probably the club suit, and your three to the jack may prove useful. Remember that jack in one hand, queen in the other, either twice guarded, is a sure stopper for that suit. Three to a jack or a queen is often the salvation of a no-trumper that would otherwise take the game and rubber away from you.

#### IN CONCLUSION

Practice is the principal thing, of course, in learning any game, and watching good players is a great help. Beginners will always find the really good players ready and willing to explain their reasons for handling certain situations which are not clear to the novice.

Avoid criticising your partner, above all things; because nothing so quickly destroys the mutual confidence which is so essential to success. If your partner does not know the leads, or does not understand your conven-

tional bids and plays, you can still play your own hand to the best advantage; but do not try to teach anyone the game during the progress of a rubber.

Above all, in Auction Bridge, as in all bidding games, do not be afraid. Bid your hand for all it is worth, so as to get the declaration if you can. There is a good old axiom which says that the man who plays the most games will win the most points. Fortune favors the brave.

#### VARIETIES OF AUCTION BRIDGE

THERE is one variation of Auction Bridge (the idea of which is apparently borrowed from the Russian game of Siberiac), in which the bidding is entirely by suits, the number of tricks to be taken not being mentioned.

The dealer is not obliged to bid at all, and it sometimes happens that everyone passes and the deal is void. A mark is then placed upon the score sheets, showing that 50 points bonus is to be added to the eventual winners of the rubber.

The suits maintain their usual rank—spades, clubs, diamonds, hearts, and no-trumps. Bids outrank one another by suits alone. A player who is willing to declare hearts for the trump,

even if he thinks he can make no more than the odd trick, outbids one who is willing to undertake a Grand Slam in diamonds. There is no doubling.

The declarer always plays with the Dummy for his partner, no matter who deals, and the player on the declarer's left always leads for the first trick before Dummy's cards are laid down. Only the declaring side can score below the line, so that a player must go out on his own declaration.

If the declaring side makes the odd trick or more, it scores, as usual, 2, 4, 6, 8, or 12 points a trick over the book, according to the declaration. If the adversaries make the odd trick or more, they score in the same way, but above the line, and they add 50 points penalty for every trick that they make over the book. Suppose the declaring hand says hearts, and loses two by cards. His adversaries would score 116 above the line.

Honors are scored as usual, and 100 points are added for winning the rubber. Little Slam is worth 50, and Grand Slam 100. There is no Chicane.

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ANOTHER variation, popular in many parts of America, is to bid by figures, so as to conceal

the bidder's intention as to the trump suit. The dealer must make a bid, and each player in turn can overbid by stating the numerical value of the game which he is willing to undertake. These figures include both the trick and the honor values in one sum. The rank of the suits and the value of the tricks is the same as usual; but there is an added declaration of misère, in which each trick is worth 14 points.

The honors must be taken home in tricks to count, and their value is simplified by making each honor in the black suits worth two points, and in the red suits four. Aces are worth six, and the last ace played counts double, so as to avoid ties. Only the difference between the honors is reckoned. If AB take home three out of five, they score for one. If they get home four, they score for three. If they get home three aces, none of them the last ace, they score for one only.

After the dealer has started the bidding, each player can overbid as long as he is overbid himself, the bid going round to the left in turn. Sometimes the bids keep one guessing. Suppose a player thinks he can make the odd in hearts, holding ace, king, queen in that suit, with others. He must have the majority of the honors, even if he fails to catch any, so he

can bid twelve. The player on his left has three aces, and being sure of six for honors, bids eighteen, with a view to the odd at no-trump. Either of these bids might be almost anything, and many players conceal their suit by odd bids. I have known a player to bid twenty-two with five honors in diamonds in his hand, just to keep the others guessing.

The highest bidder, when all others pass, names the trump suit, or no-trumps, or misère. The player on his left leads, and Dummy lays down his cards, the highest bidder playing the combined hands.

In a trump declaration, the declaring hand must take the odd trick at least; he cannot make his bid good with honors alone. All tricks over the book count.

If the bidder fails to make as many points as he has bid in a trump declaration, he scores nothing, not even for honors, and he loses double value for every trick by which he fails. Suppose he has bid twenty and declared hearts, winning the odd only, and three honors out of the five. The value of this is twelve points, so he is a trick short of his bid, twenty. He therefore loses sixteen.

At the end of a no-trumper, the bidder must give back one of the tricks he has won, and

the score is then settled by the difference between the tricks held by each side. Suppose the bid was thirty, and the declaring side won nine actual tricks at no-trump, with three aces, one of them the last played. After giving back a trick, he has eight to five, a difference of three, at 12 points each, 36 for tricks and 18 for aces—total, 54.

If the declaration is misère, there are no trumps, and the declaring side tries to win as few tricks as possible. Aces count against the side taking them home. No matter how many actual tricks the declaring hand wins in a misère, the adversaries give him two of theirs at the end, and the difference is then settled for. Suppose the bid is forty, and the misère player wins three tricks and takes home the last ace. He gets two tricks from his adversaries, making him five, but still three less than theirs, so he scores three times fourteen, or 42 for tricks, and 6 for aces; because the aces count against the holders of them at the end. They are therefore good discards, if the misère player can get rid of them on another suit.

If the declarer fails in either a no-trump or a misère, he loses double. Suppose he has bid thirty-six, and wins eight actual tricks, with three aces, one the last. When he has given

back the required trick, he has a majority of one only, worth 12 points, and 18 for aces; so he is set back and scores nothing. The adversaries, who always reckon that it would have been tricks and not honors which would have been required to make the bid good, score one trick doubled, or 24 points penalty.

If the bidder has the majority of tricks in a misère, or fails to make good his bid, he loses double the trick value, which is 14 each. The majority of the aces count against the side taking them in at misère, and the last one counts double, as usual.

Everything is scored in a lump, and the game is at an end when each player has dealt once. The lesser total is deducted from the greater, and the difference is the value of the game to the winners, at so much a point.

This is a much more interesting variation than it may appear to be from the description of it, although it lacks the element of informing the partner as to the suit in which the unsuccessful bidder is strong, as in the regular game of Auction Bridge.

# AUCTION BRIDGE

CONTAINING THE OFFICIAL LAWS OF  
AUCTION BRIDGE AS ADOPTED  
AND USED BY THE LEAD-  
ING CLUBS.

BY

R. F. FOSTER

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POCKET GUIDE TO MODERN WHIST," AND  
THE INVENTER OF SELF-PLAYING BRIDGE  
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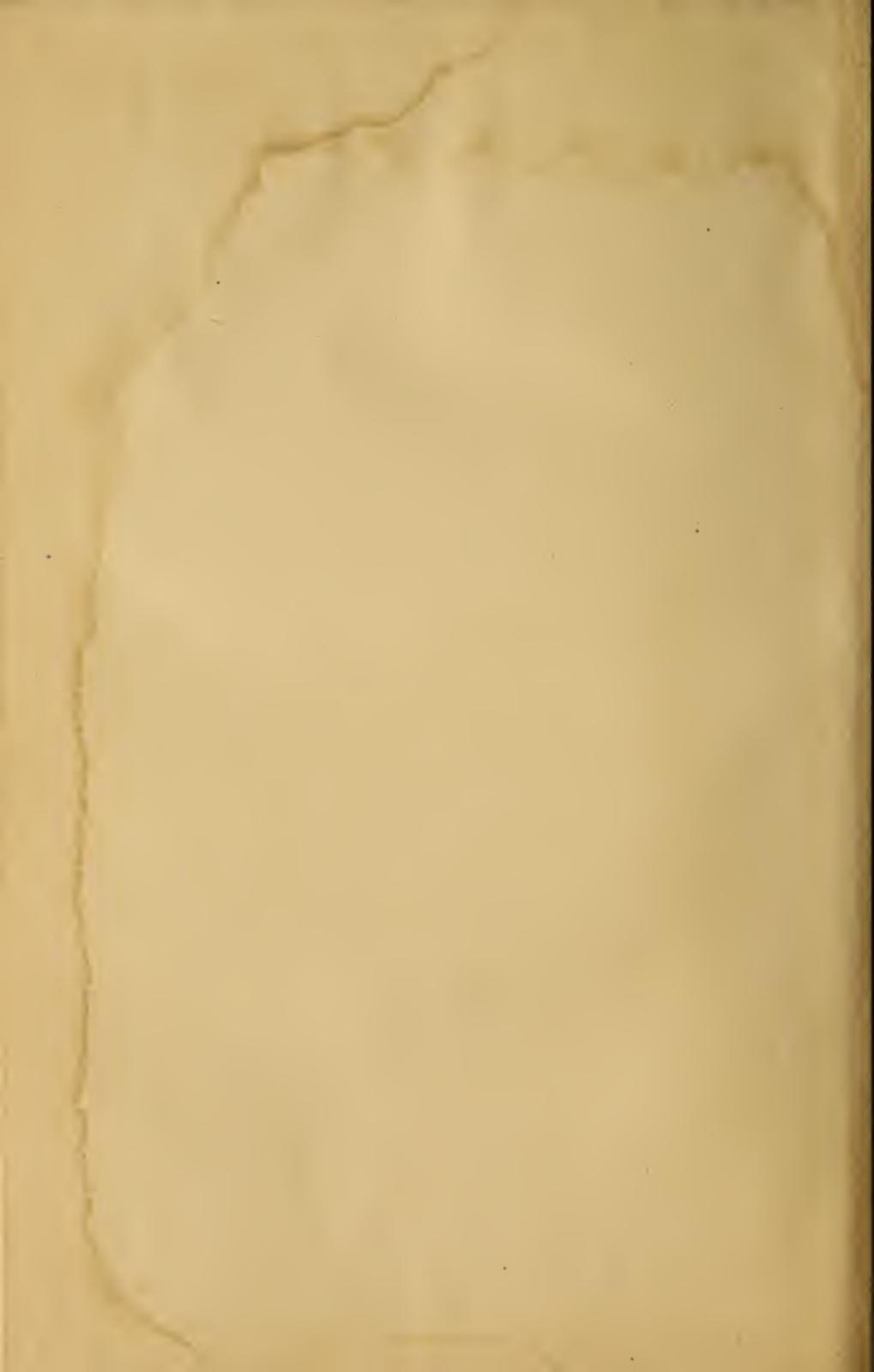


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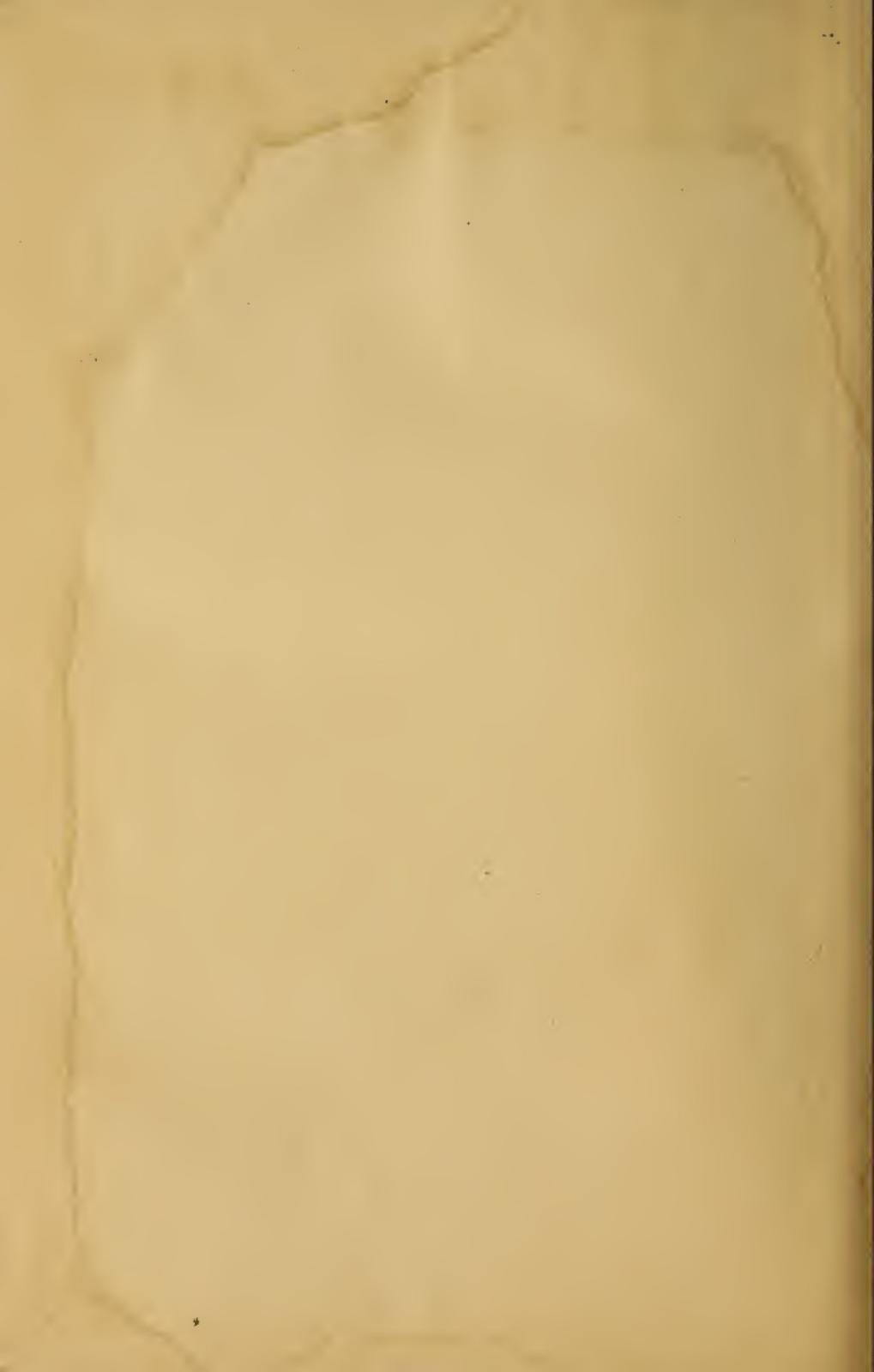
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